COME JOIN US!!

RECRUITMENT OPEN FOR ALL POSITIONS,
EXPERIENCE APPRECIATED BUT NOT REQUIRED.
JAP>ENG TRANSLATORS ESPECIALLY NEEDED.

WE'RE CAPSLOCK FRIENDLY :D

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ひぐちアサ
HIGUCHI ASA

アフタヌーンKC

アフタヌーン
KC393

おおきく振りかぶって 5

ひぐちアサ

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アフタヌーンKC
定価 本体514円(税別)

全国高等学校野球選手権埼玉大会開幕!
西浦高校野球部の初めての公式戦が始まった。
気おくれなし、緊張なし。
強豪・桐青相手に、
西浦ナインも最高のコンディション。
語り継がれる名試合、
熱くて長いゲームが始まる!

まったく新しい面白さの高校野球漫画!

CHARACTER PROFILE

(1)Name (2)Birthday (3)Blood type (4)Height and weight (5)Defensive position (6)Throwing arm/batting arm (7)School year/class (8)Family members

KAZUKI KAWAI

①河合和己
(Kawai Kazuki)
②June 15 ③B
④180cm 78kg
⑤Catcher
⑥R / R
⑦3rd year, [redacted]
⑧Grandmother
Grandfather, Fa[redacted]
Mother, Younger [redacted]
Younger sister

JUNTA TAKASE

①高瀬準太
(Takase Junta)
②February 2 ③O
④177cm 69kg
⑤Pitcher
⑥R / R
⑦2nd year, class 4
⑧Father, Mother,
Younger brother

SHINGO SHIMAZAKI

島崎慎吾
(Shimazaki Shingo)
②September 21
③A
④176cm 70kg
⑤Second baseman
⑥R / R
⑦3rd year, class 6
⑧Father, Mother,
Older Brother

CHARACTER PROFILE

(1)Name (2)Birthday (3)Blood type
(4)Height and weight (5)School year/class
(6)Family members

YOSHIROU HAMADA

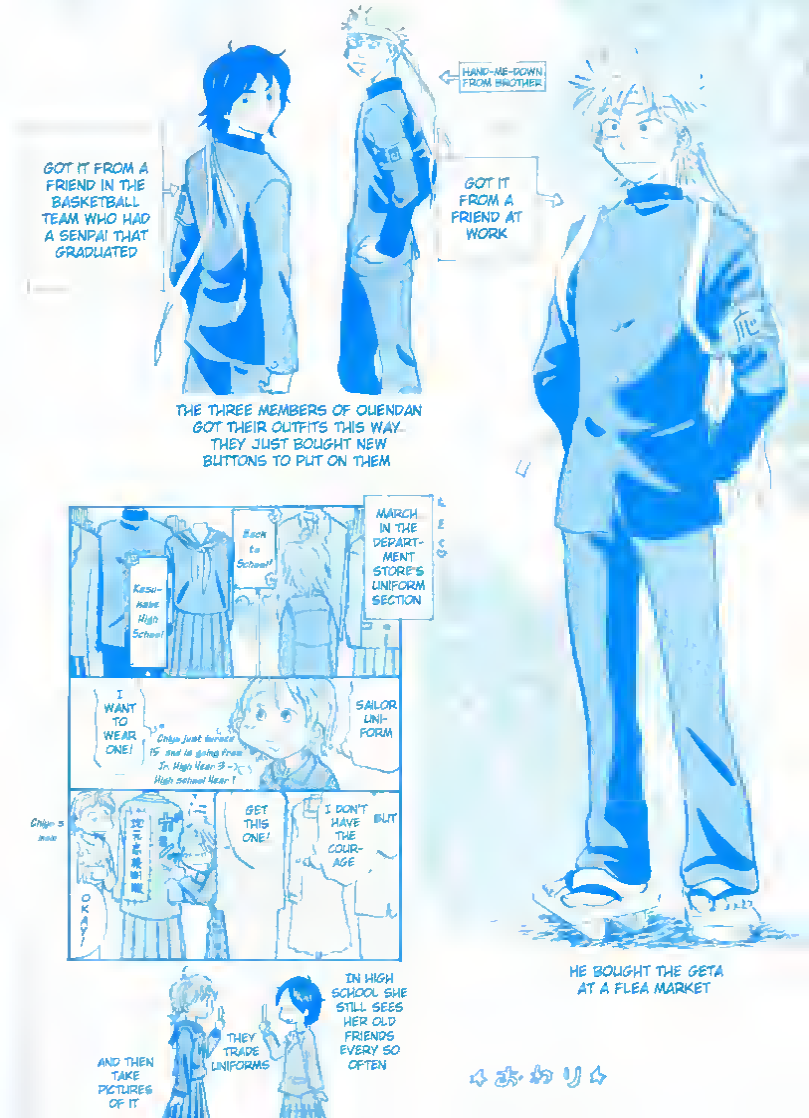
①浜田良郎(Hamada Yoshirou) ②December 1
③B ④183cm 70kg ⑤1st year, class 9
⑥Father, Mother, Younger brother

KEISUKE UMEHARA

①梅原圭介
(Umehara Keisuke)
②October 3
③O
④177cm 67kg
⑤2nd year, class 9
⑥Grandmother, Father, Mother, Younger sister

RIKI KAJIYAMA

①梶山 力
(Kajiyama Riki)
②November 14
③A
④180cm 67kg
⑤2nd year, class 9
⑥Father, Mother, Older Brother


GOT IT FROM A FRIEND IN THE BASKETBALL TEAM WHO HAD A SENPAI THAT GRADUATED
HAND-ME-DOWN FROM BROTHER
GOT IT FROM A FRIEND AT WORK
THE THREE MEMBERS OF OUENDAN GOT THEIR OUTFITS THIS WAY. THEY JUST BOUGHT NEW BUTTONS TO PUT ON THEM
Kasu-nawe High School
Back to School!
MARCH IN THE DEPART-MENT STORE'S UNIFORM SECTION
I WANT TO WEAR ONE!
Chiyo just turned 15 and is going from Jr. High Year 3 -> High School Year 1
SAILOR UNI-FORM
Chiyo's mom
GET THIS ONE!
I DON'T HAVE THE COUR-AGE
BUT
OKAY!
AND THEN TAKE PICTURES OF IT
THEY TRADE UNIFORMS
IN HIGH SCHOOL SHE STILL SEES HER OLD FRIENDS EVERY SO OFTEN
HE BOUGHT THE GETA AT A FLEA MARKET

☆おわり☆

Omake

Here too we have...

"About the Clothes"

AT NISHIURA HIGH YOU WEAR STREET CLOTHES

JR. HIGH BLAZERS

JR. HIGH GAKURAN

Everyone's shirts are just random

THE MEMBERS OF THE BASEBALL CLUB WEAR UNIFORM-ISH LOOKING CLOTHES ON DAYS THEY HAVE GAMES

HE CAN STILL WEAR HIS OLD ONES.

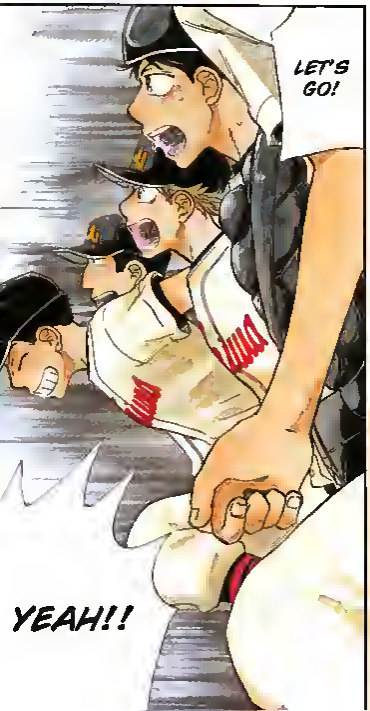
HIS GOT TOO SMALL, SO HE GETS HIS DAD'S OLD STUFF

HIS MOM GOT THEM FROM THE MOM OF HIS SISTER'S FRIEND

TOP IS FROM A NEIGHBOR, PANTS ARE JUST SOME BLACK PANTS HE MANAGED TO FIND IN THE HOUSE

PEOPLE WHO HAVE TROUBLE WITH IT JUST BUY NEW CLOTHES

SHE JUST PICKED A SKIRT THAT HAPPENED TO MATCH THE JACKET OF HER HOME SCHOOL



Baseball note: a fungo bat is a light bat used by coaches to hit practice balls

おおきく振りかぶって

ひぐちアサ

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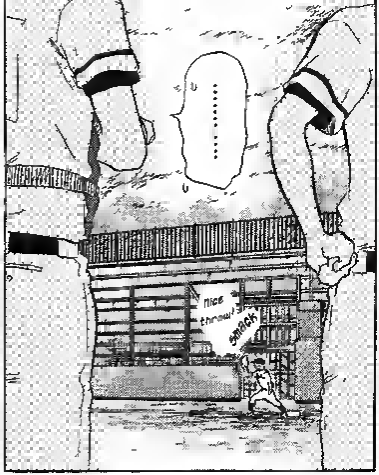
I HEARD THEIR COACH WAS A WOMAN, BUT...
IT'S SOMETHING ELSE TO SEE IT WITH YOUR OWN EYES.
FIRST!
SECOND!
SHORTSTOP!
SMACK
SMACK
TOSHIBA
IWA

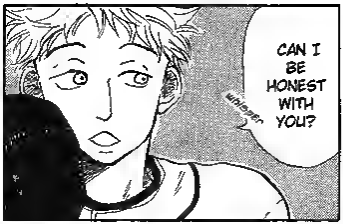
IT'S KIND OF HARD NOT TO, ISN'T IT?
I DON'T INTEND TO GO EASY, BUT..
ON TOP OF THAT, THEY'VE ONLY GOT FIRST YEARS..
whisper
whisper
whisper

but too
!
?
14

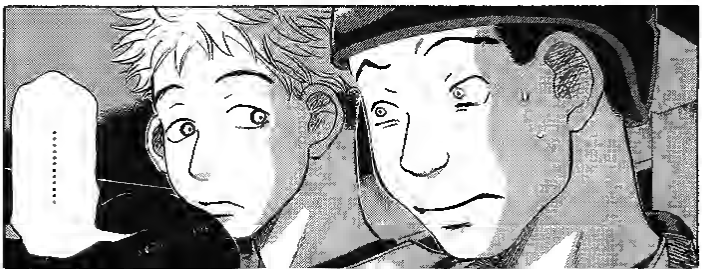

.....
nice throw!
smack!

whisper
HEY,
DON'T LET THE YOUNGER GUYS HEAR YOU SAY THAT!
An
.....
THAT'S WHY I WAS WHISPERING!

Wait
Ok, another one!
DOESN'T IT ALMOST SEEM LIKE
THERE ISN'T EVEN A ONE-IN-A-MILLION CHANCE WE'LL LOSE?


CAN I BE HONEST WITH YOU?
whisper

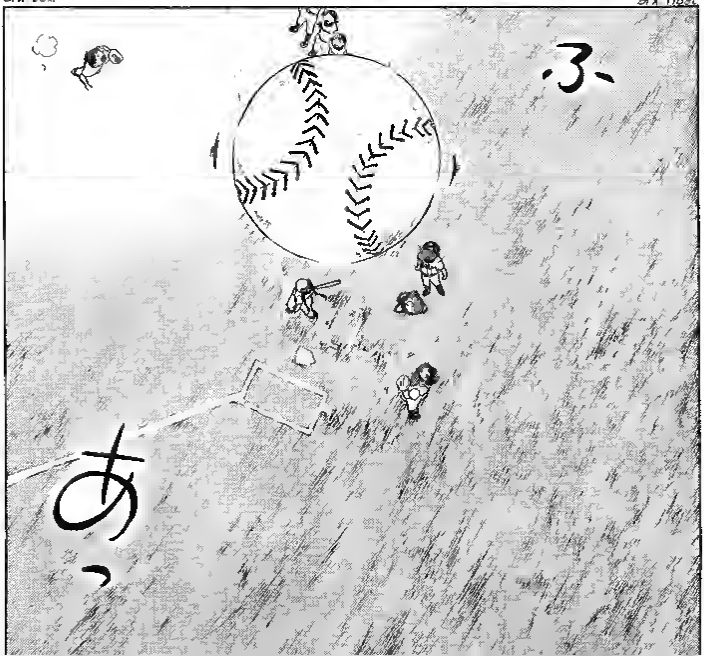
WHAT?
IF YOU REALLY LOOK AT IT,


.....

WELL NOW...
NISHIURA HIGH STUDENTS !!!
WE'RE ALL GOING IN SOON!!
noise
noise
noise
noise
noise
STAY TOGETHER AS YOU ENTER!
YOU WON'T GET IN FOR FREE IF YOU'RE NOT ALL TOGETHER!

I wish we had a register of names!
My son's in Class 1!
Oh, do the parents have to buy tickets??
Can the parents get in for free, too?
chatter
chatter
OH!
IT'S-
MIHASHI-SAN!
EH?!
sfx: shock
FIRST BASE!
bam

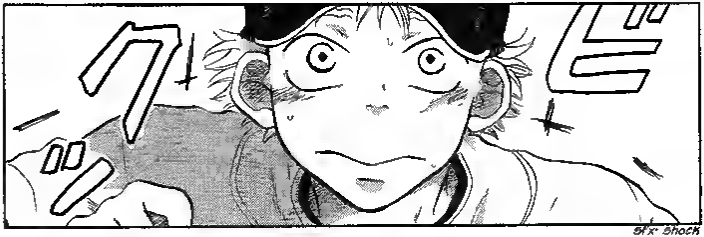
CATCHER!
sfx bam
sfx flast


-3-
あっ

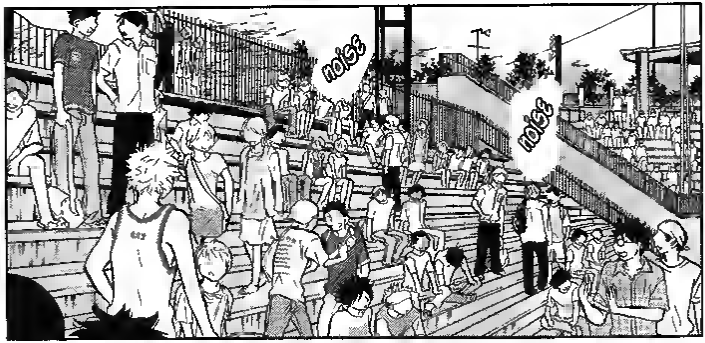
Inhale
10
sfx smash

THANK YOU!
THANK YOU!
ば
ば
ば
Tsuna

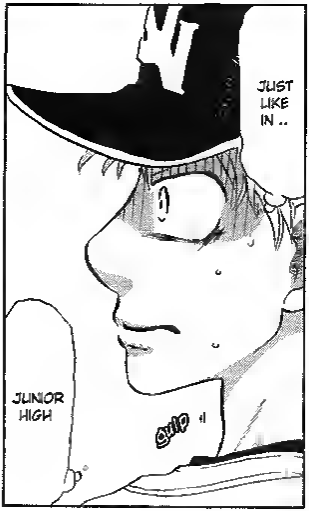
SFX: Hush



SFX: Shock



ALL THESE PEOPLE CAME TO CHEER FOR NISHIURA
HAMA-CHAN'S BANNER IS UP THERE, TOO
badump
badump


JUST LIKE IN ..
JUNIOR HIGH
gulp

EVERYONE CAME TO CHEER FOR SOMEONE.
IF THE OTHER TEAM GETS HITS OFF OF ME,
THEY'LL ALL BE DISAP-POINTED
badump
badump
badump

IN THE BEGINNING,
THERE WERE PEOPLE
FILLING THE STANDS
...

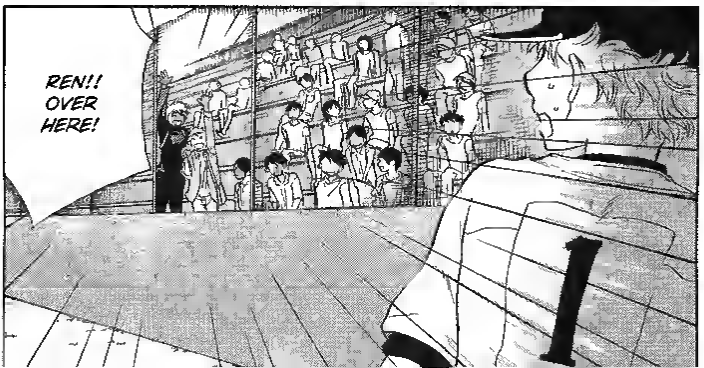
BUT THEY ALL EVENTUALLY STOPPED COMING,
AND BY THE LAST GAME,
NOT A SINGLE PERSON CAME.

ALL BECAUSE
...
bedump
I WAS THEIR "NUMBER 1"
...
bedump

MIHASHI !!!
IF I SAY SOMETHING WRONG, IT'LL JUST MAKE IT WORSE...
HE SEEMS SCARED ENOUGH ALREADY
SHIVER
SHIVER
OH,
IS HE SCARED BY THE ALL THE FANS?
SHOULD I SAY SOME-THING?
BUT ONCE THE GAME STARTS, IT MIGHT NOT MATTER ANYMORE.

sfx: startle

turn
turn
!?


REN!! OVER HERE!

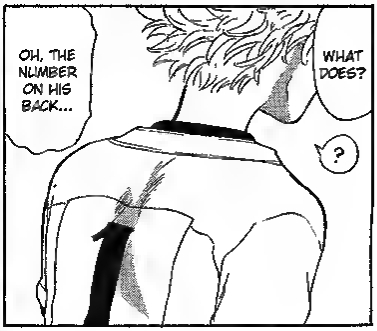
MOM ...!
.....
REEEN!
MI-HASHI!
OH, HE'S GOING OVER THERE!
dash
NICE ONE, YOU TWO!
SHE DIDN'T RECOGNIZE ME AT ALL!
I COULDN'T HELP IT!
WH-
WHAT
ARE YOU TWO DOING ??
PUM
PUM
YOU KNOW, YOUR MOM'S SO MEAN!!
YOU HAVEN'T CHANGED AT ALL.
I KNEW YOU RIGHT AWAY!
BACK THEN, YOU WERE SMALLER THAN ME!

HE DOESN'T SEEM SCARED BY THE CROWDS ANYMORE.
THAT'S A RELIEF.
TURN AROUND FOR A SECOND!
OH, REN!

JUST BARELY THOUGH.
REALLY?! BUT I WAS STILL IN MY 20S BACK THEN!
AH...
...HA.

YEAH, IT IS
IT'S SO HARD TO SEW IT ON STRAIGHT!
THE-
NUMBER ON MY BACK?
Tsuchiura
EVEN THOUGH I TRIED TO FIX IT SO MANY TIMES...

DOESN'T IT SEEM A LITTLE CROOKED?
HMM MM,
turn


OH, THE NUMBER ON HIS BACK...
WHAT DOES?
?
1

THE NUMBERS HAVE TO BE SEWN ON THE UNIFORMS EVERY GAME, SO I CAN'T USE A SEWING MACHINE.
...
MAYBE I SHOULD DO IT FOR YOU FROM NOW ON?
EH?! YOU CAN SEW?!
YES...
HA-HAMA-CHAN MADE
THE SUPPORT BANNER, TOO!
BUT YOU KNOW ...
I THINK I WANT TO DO IT ON MY OWN, AFTER ALL.
OH, I UNDER-STAND. OF COURSE YOU'D WANT TO.
AND THE HEAD-BANDS AND THE CORDS
AND EVEN THE ARM-BANDS!
RESPECT
LIKE MOTHER, LIKE SON

E-
EXACTLY!
AFTER ALL, IT'S THE ACE NUMBER YOUR SON WORKED HARD TO GET.
YOU UNDER-STAND?
YOU ..
THE FIRST TIME HE ASKED ME TO SEW HIS NUMBER ON,
I THOUGHT IT MUST HAVE BEEN SOME KIND OF MISTAKE.
BUT I ASKED THE COACH AND SHE SAID THAT IT WASN'T A MISTAKE!
!
EVEN BETTER, THERE'S A NUMBER "1" ON HIS TRAINING UNIFORM, TOO!

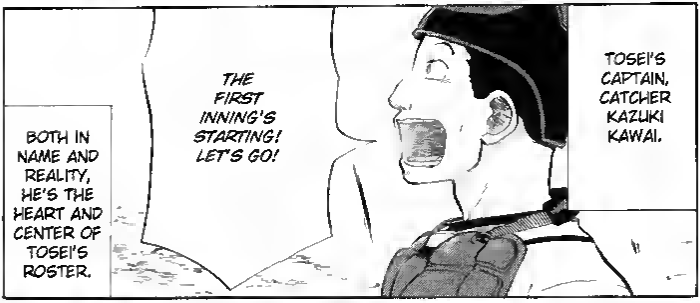
That's why I want to sew the number on myself!
EHE...
HE
AT FIRST, I THOUGHT HE WAS GETTING BULLIED.
ISN'T IT AMAZING...?
AH, THE ONE DRAWN WITH A MARKER
BUT REALLY, I'M SO HAPPY!
THIS FEELING IS A PARENT'S PRIVILEGE!
Good luck Ren!
IT'S NOT A MIS-TAKE.
AH.
BOTH TEAMS, PLEASE PRE-PARE THE GROUNDS.
GOTTA GO.

I MUST DO MY BEST.
I DESERVE THIS ONE.
THIS "NUMBER 1" IS DIFFERENT FROM THE ONE IN MIDDLE SCHOOL.

IT'S MY FIRST OFFICIAL GAME
AS A REAL ACE!

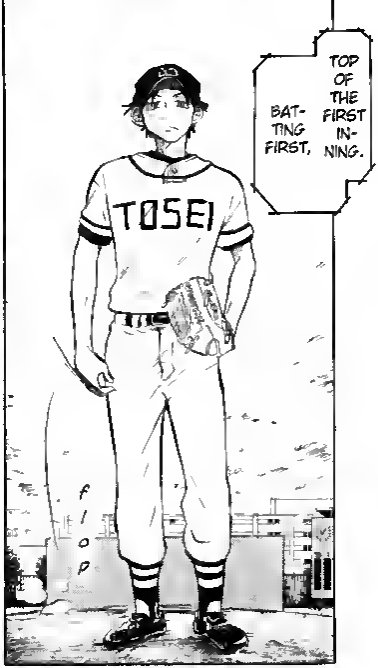
grip
LAST ONE!
pah!
sfx bam!
sfx WHOOSH!
SWISH!

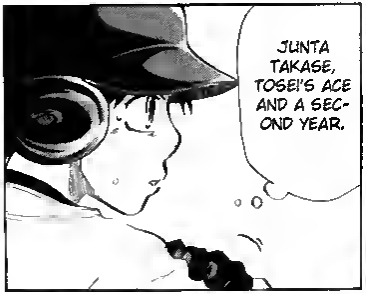
HE'S OUR OPPONENT, BUT I CAN'T HELP BUT ADMIRE THAT THROWING ARM ..!
SHAKE!
SHAKE!
NICE BALL!
bam!

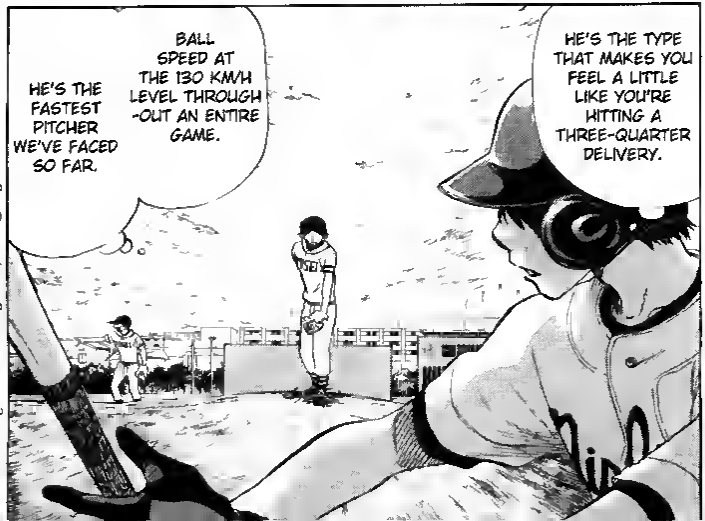

BOTH IN NAME AND REALITY, HE'S THE HEART AND CENTER OF TOSEI'S ROSTER.
THE FIRST INNING'S STARTING! LET'S GO!
TOSEI'S CAPTAIN, CATCHER KAZUKI KAWAI.

BUT ALL THE OTHER STARTING PLAYERS ARE REGULARS.
All right!
Yeah!
Yes!
TRADITIONALLY, THE JERSEY NUMBERS OF ALL TOSEI'S 1ST AND 2ND-YEAR PLAYERS ARE HIGHER NUMBERS,
Yeah!
Yes!

I'M HONORED THEY'RE TAKING US SERIOUSLY,
BUT IT'S ALSO FRIGHTENING!
WHAT WILL THIS SERIOUSNESS BRING? GOOD LUCK OR MIS-FORTUNE?
10
THE GAME WILL DECIDE!





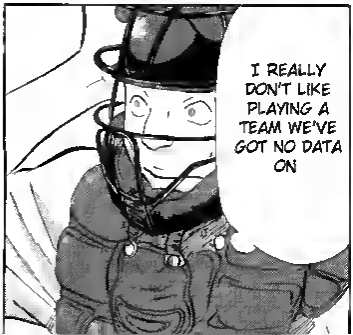

HE'S THE FASTEST PITCHER WE'VE FACED SO FAR.
BALL SPEED AT THE 130 KM/H LEVEL THROUGH-OUT AN ENTIRE GAME.
HE'S THE TYPE THAT MAKES YOU FEEL A LITTLE LIKE YOU'RE HITTING A THREE-QUARTER DELIVERY.
TOSEI

The three-quarter delivery is a pitching style between an overhand and side arm motion

A BUNT.
I HAD NO TROUBLE HITTING 130 KM/H PITCHES FROM THE MACHINE,
slowly
slowly
BUT IT'S COMPLETELY DIFFERENT WHEN A REAL PERSON IS THROWING.
SHOULD I MOVE THE THIRD BASEMAN FORWARD ?
TAP TAP
NO, IT MIGHT JUST BE A STANCE.
...
Smoothly

sfx: whoosh!

whoosh!
AM I BEING TOO CAREFUL, STARTING WITH A BALL? THEY'RE JUST FIRST YEARS ..

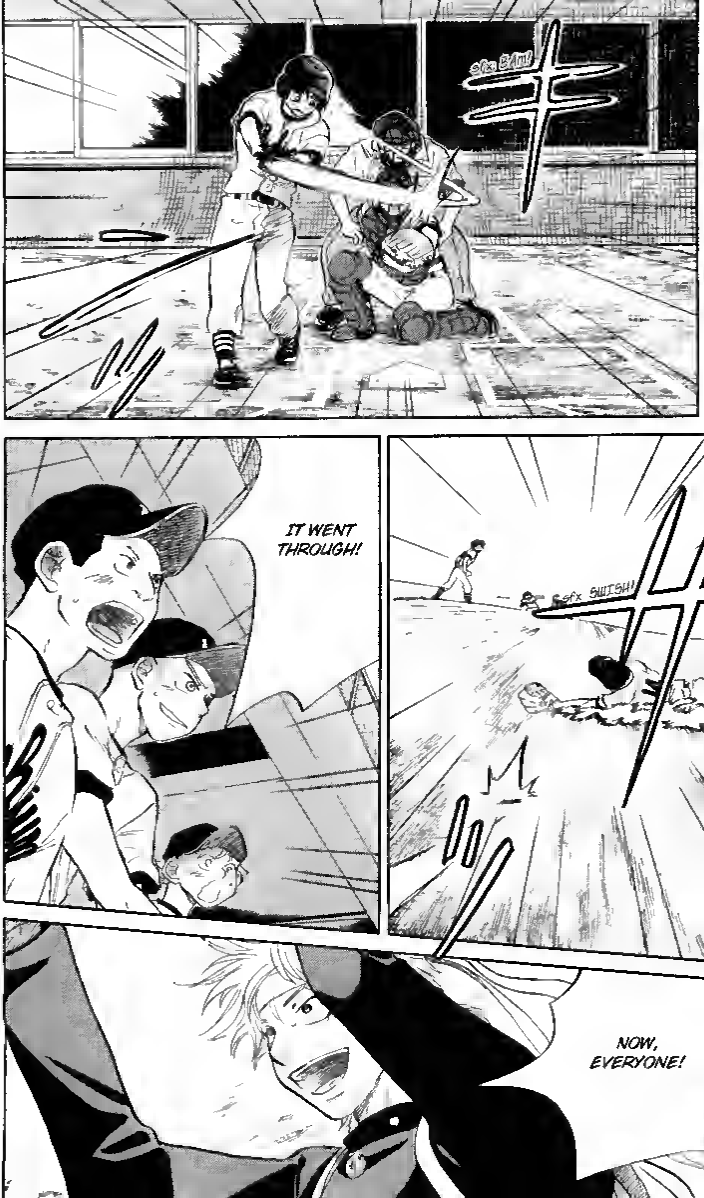

I REALLY DON'T LIKE PLAYING A TEAM WE'VE GOT NO DATA ON

BALL!
sfx: B..m!

slowly
I SHOULDN'T OVER-THINK THIS.
pat
pat
TAP TAP
...THEY'RE NEWBIES FROM A PUBLIC SCHOOL.
bam!
BALL!
SFX: pan!
...HUH?

NICE PLACE!
whoosh
2
LOOKS LIKE I'M NOT THE ONLY ONE THINKING TOO MUCH.
clatter
OKAY, OKAY!
THE OBJECTIVE OF KAWAI-KUN'S LEAD IS TO SUPPORT THE PITCHER.
rustle rustle
WHEN IT'S OH-FOR-TWO, ANY PITCHER WOULD WANT A STRIKE.
0-2 FROM THE START!
glance
smack
THIS MIGHT BE OUR FIRST CHANCE!
rustle
rustle
A GOOD OPPORTUNITY WILL DEFINITELY APPEAR 2 OR 3 TIMES DURING EVERY GAME.

grip
WHEN TAKASE'S BEHIND IN THE COUNT, HE THROWS...
A SLIDER!
WHO-
OOSH!


SFX: BAM!
IT WENT THROUGH!
SFX: SWISH!
NOW, EVERYONE!

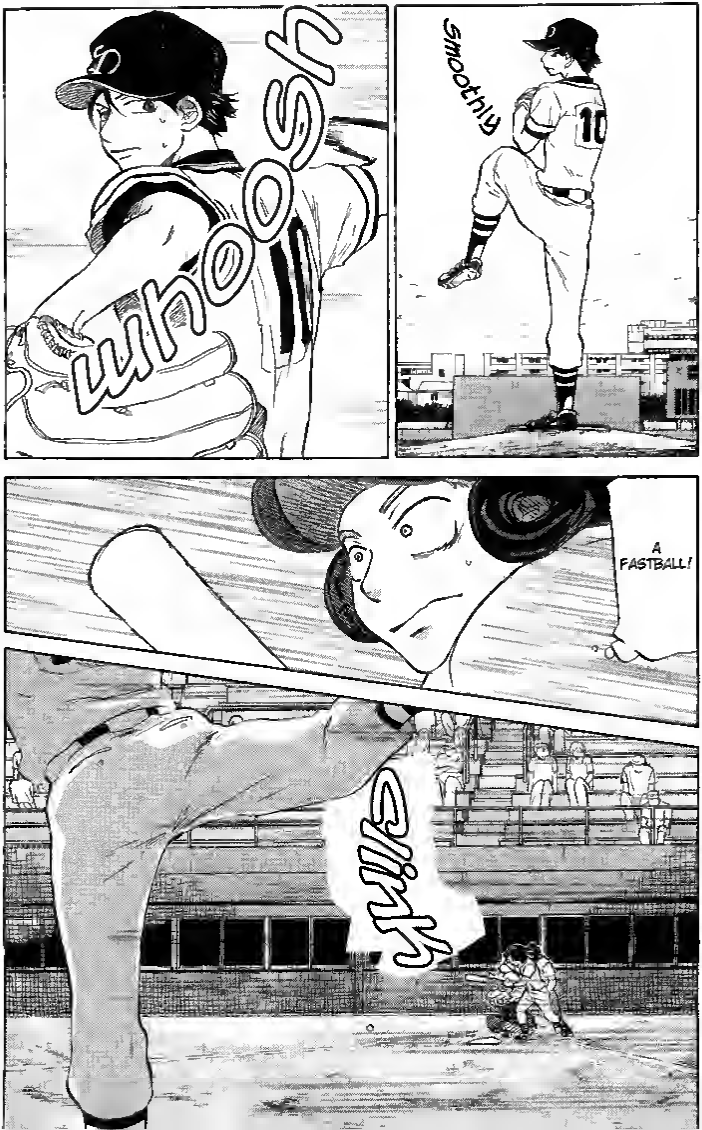
sfx: music from the trumpet and drum
sfx: WHOA

MINE ARE ALL HERE, TOO.
HEE, HEE.
HAMADA BROUGHT A LOT OF OUR CLASSMATES ALONG.
Izumi!
Izumi!

IMPRES-SIONS?
GO FOR THE SLIDER.
THE TRAJEC-TORY IS REALLY SIMILAR TO THE MACHINE!

IT MIGHT HAVE BEEN A COINCI-DENCE,
BUT HE SWUNG AT THE FIRST STRIKE.
I'D BETTER KEEP AN EYE ON THE LEAD-OFF!
AND HIT WHEN THE COUNT REACHED 0-2
HE WAITED THROUGH THE BALLS, FAKING A BUNT STANCE,
2

BATTING SECOND, SECOND BASEMAN, SAKAEGUCHI-KUN
READY!
THERE'S A GREAT DIFFERENCE IN STRENGTH BETWEEN OUR TWO TEAMS
A BUNT, HUH?
TOP OF THE FIRST, NO OUTS, RUNNER ON FIRST.
THAT'S WHY WE CAN'T AFFORD TO LET EVEN ONE CHANCE SLIP!
NO INSTRUCTIONS FROM THE MANAGER!
THE RUNNER IS THE LEADOFF. EVEN IF HE STEALS A BASE, IT WON'T MATTER.
LET'S HAVE THEM BUNT AND TAKE AN OUT!
tap
tap


smoothly
whoosh
A FASTBALL!
chirp

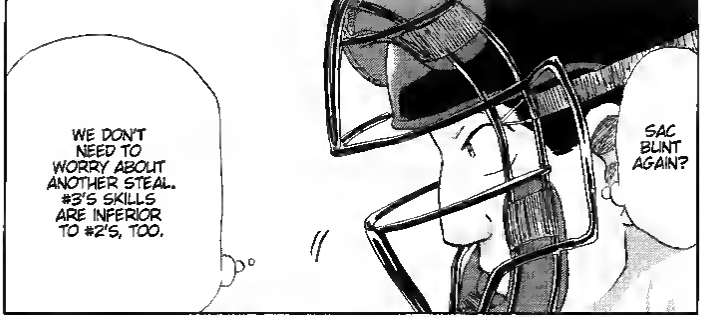
ALL RIGHT! HE DID IT!
TO FIRST!
10
Nishi
sfx: bah
bam
brake

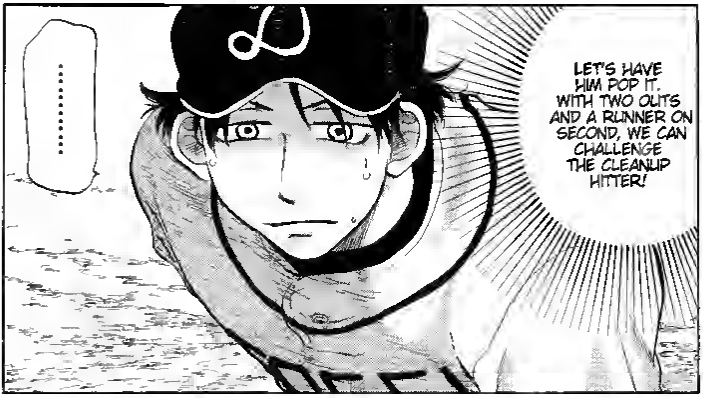
ONE OUT, RUNNER ON SECOND!
One out!

TAJIMA IS UP NEXT, SO EVEN WITH TWO AWAYS, COACH WANTS IZUMI TO ADVANCE TO THIRD.
I HAVE TO SETTLE IT HERE!

IZUMI-KUN AND SAKAGUCHI-KUN DID THEIR JOBS PERFECTLY
NOW, WITH SUYAMA-KUN AT BAT...

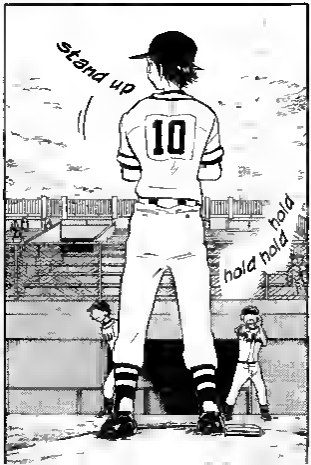
EVEN IF WE HAVE TO TAKE ANOTHER OUT, WE NEED TO ADVANCE THE RUNNER!
Grab
A BUNT!


WE DON'T NEED TO WORRY ABOUT ANOTHER STEAL. #3'S SKILLS ARE INFERIOR TO #2'S, TOO.
SAC BUNT AGAIN?


.....
LET'S HAVE HIM POP IT. WITH TWO OUTS AND A RUNNER ON SECOND, WE CAN CHALLENGE THE CLEANUP HITTER!

no
no
no

no
no
.....


stand up
10
hold hold hold

BACK!
turn
who
osh
!!
bam

TOGE!
Smack
whoosh
NICE BACK!
...HM?

DID I MISS THE PICKOFF SIGN?
Swish
WHAT THE HELL? THAT WAS CLOSE.
pat
pat
Pitcher!
Smack
JUST NOW THE SHORT-STOP'S TIMING WAS FUNNY
BECAUSE THE PITCHER MISSED A SIGN?
HUH?!
THE PITCHER APOLO-GIZED!
!
blink

HE ATTEMPTED A PICKOFF THROW EVEN THOUGH THERE WAS NO PICKOFF SIGN?
...
THAT'S IT.
OR MAYBE ...
MAYBE
HE WAS TRYING TO HIDE THAT IT WAS HARD FOR HIM TO THROW AND HE ACCIDENTALLY STEPPED OFF THE RUBBER!
THERE WAS A STRANGE INTERVAL BETWEEN GAME SET AND THE PICKOFF ...
14
NO NO NO
TOSEI'S PITCHER IS ALL SHAKEN UP!

GOSH.
I'VE INFECTED JUNTA WITH MY OWN NERVOUSNESS.
I DON'T WANT TO INCREASE THE BALL COUNT WITH THIS WEIRD ATMOSPHERE GOING ON.
tap
tap
tap
tap
lean
LET'S HAVE HIM BUNT ALREADY.
IF THE PITCHER IS SHAKEN UP,
grip
I CAN DO IT!
TOSEI
whoosh
sluish

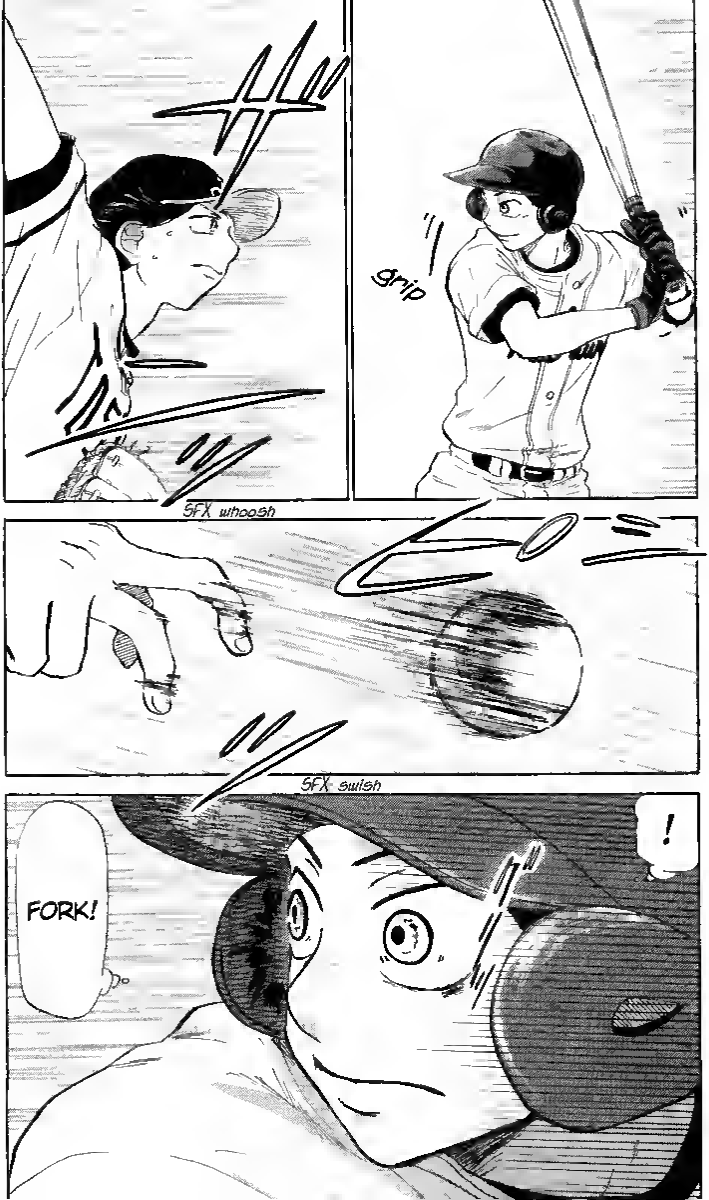
CLANK
TWO OUTS, RUNNER ON THIRD!
ALL RIGHT!

EVERY-THING'S FINE, SUYA-MA-SAN.
IT'S ONLY THE FIRST INNING!
I WANT TO GO HOME ALREADY ...
PHEW ..
I WAS SO NERV-OUS!
Acquaintances from the cultural section at PTA
dash
NICE BUNT!
YOUR SON IS RUNNING BY!
YES, AND
Right, right!
FUMIKI SAYS SUYAMA-KUN IS REALLY GOOD AT BASEBALL.
TAJI-MA-KUN!
HE'LL GET MAD IF I CALL OUT TO HIM
YOU'RE NOT GOING TO CHEER HIM ON?
Oki
Mizutani
Suyama
Izumi
THE TEACHER AT THE CLASS MEETING SAID TAJIMA-KUN WAS AT THE TOP OF THE RANKING FOR THE ENTIRE SCHOOL!
clap
RIGHT! I HEARD ABOUT THIS YEAR'S PHYSICAL EXAMINATION!
I BET HE'S FAST, TOO!
AND HE HAS A GREAT THROWING ARM!
I HEARD HIS BATTING IS AMAZING!
THAT'S RIGHT, I HEARD ABOUT TAJIMA-KUN!

NOT AT ALL.
すごーい
すっ
へえ
sfx: Wooow!
sfx: Amazing!
YOU HAVE A LOT OF CHILDREN, DON'T YOU?
HOW MANY DO YOU HAVE?
IT'S TRUE HIS REFLEXES MIGHT BE PRETTY GOOD,
BUT HE'S THE YOUNGEST, AND EVERYONE'S BEEN SPOILING HIM SINCE HE WAS BORN
REALLY
AH.
FIVE.
hi hi
ALRIGHT!
Batting 4th, third baseman, Tajima-kun
Whoa!
Amazing!
?
?

"IF WE GET A HIT, RUN?" THAT'S ALL?
rustle
PREPARATIONS ARE ALL DONE!
rustle
LET'S SEE
IF WE CAN MAKE USE OF THIS CHANCE AT SUCH AN EARLY STAGE OF THE GAME!
DOES THIS MEAN THERE'S NO STRATEGY?
MO-MO-KAN...
ROGER!
grab
IS LEAVING EVERYTHING TO TAJIMA!

READY!
HE'S SMALL FOR A CLEAN-UP.
HE CAN'T HIT VERY FAR WITH HIS SIZE.
rustle
rustle
HE CAN'T BE THE CLEANUP HITTER FOR SHOW. THE REASON IS PROBABLY HIS BATTING AVERAGE.
IF A GUY LIKE THIS HAS BEEN ABLE TO EARN A HIGH BATTING AVERAGE, HE MUST HAVE GOOD EYES
tap
tap
...THE FORK BALL
TOSS
stand up


grip
SFX whoosh
SFX swish
FORK!
!

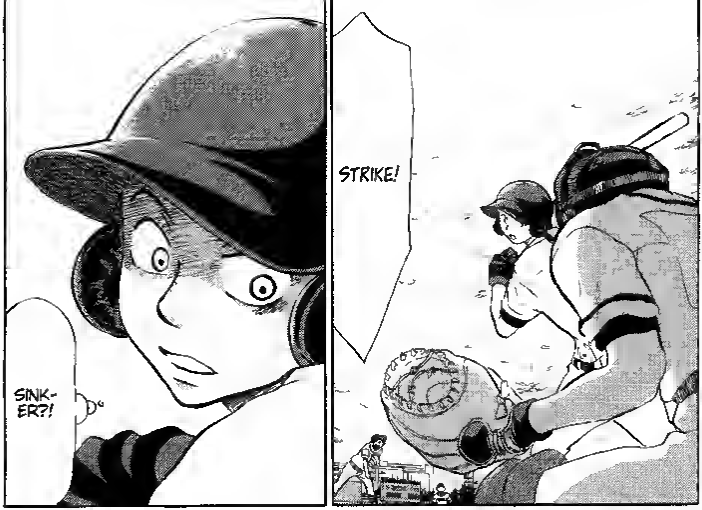
TAKASE-KUN'S FORK HAS A SMALL CHANGE OF SPEED. THEY CAN GET STRIKES WITH THAT.
FORK-BALL, HUH?
WHISTLE
STRIKE!
dummy sign
ACCORDING TO THE DATA FROM THE SPRING GAMES,
SFX smack

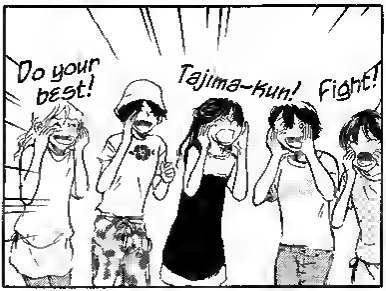
FORKBALL FOR RIGHT-HANDED BATTERS!
AND FOR LEFT-HANDERS
THE PATTERN OF KAWAI'S STRATEGY CHANGES FIRST OF ALL WHEN IT COMES TO
BREAK-ING BALLS.
Nishiura

SINKER!
THERE'S NO BETTER WAY TO RELIEVE THE TENSION THAN THROWING YOUR BEST BALL.
THANK GOD THE CLEANUP HITS LEFT.
2
GOOD.
IT'LL GET EASIER FROM NOW ON.
relaxed
grip
PHEW.
turn

pull
whoosh
swing
swish

Sinker
SFX. swing
SFX. bam
SWING AND A MISS!
THE SINKER STARTING FROM THE SECOND THROW?!


SINK-ER?!
STRIKE!

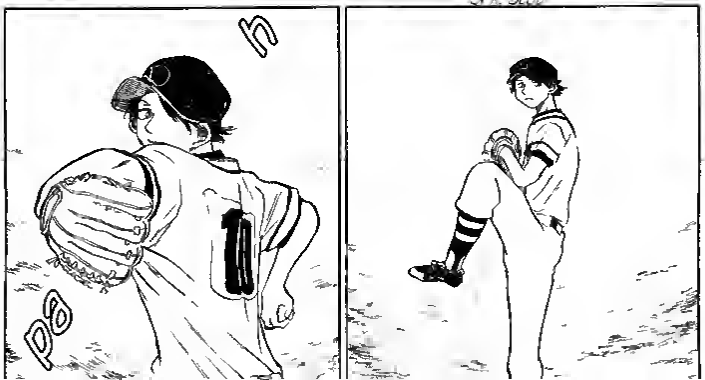

Do your best!
Tajima-kun!
Fight!

You've got the timing!
Go for it!!

TAJIMA!
TAJIMA!
TAJI-MA!

TAJIMA!
Smack
Two outs!
TAJIMA!
TOSEI
TAJIMA!
whoosh
TAJIMA!
TAJIMA!
TAJIMA!
TAJIMA!
TAJIMA!
Mizuno

SFX: stuo



whoosh

shims

ish
su
swish
swish
ERGH...

SPIN
BAM
5
2
EVEN TAJIMA-KUN CAN'T STAND UP TO THAT!
STRIKE!
TWO WHIFFS
...

I SAW IT ON VIDEO A NUMBER OF TIMES,
BUT THE REAL THING FEELS LIKE IT'S DROPPING AWAY AND ESCAPING
THE SECOND TIME, I STRETCHED MY ARMS AS FAR AS I COULD,
AND I STILL COULDN'T REACH IT!
badump
THAT'S THE FIRST TIME
I'VE SEEN A SINKER LIKE THAT!
phew
.....

TOO BAD
IT'S TIME FOR THE DEBUT OF OUR ACE !!
OH WELL
A ONE-POINT DIFFERENCE WOULD PUT A LOT OF PRESSURE ON THEM TO SCORE BACK
LET'S SWITCH OVER!
bam
MIHASHI! LET'S GO!
OKAY!

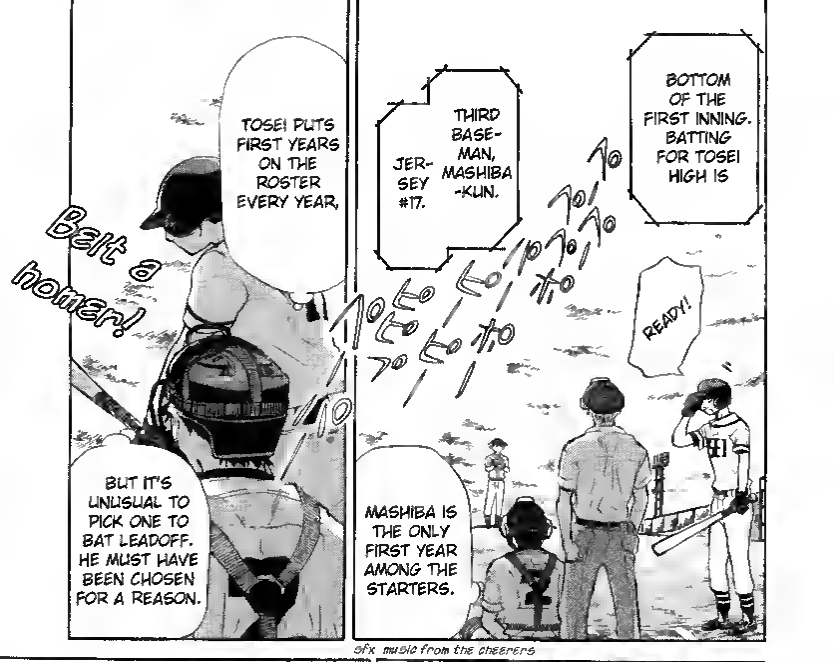
YEAH.
Thanks
THAT WAS THE SINK-ER?
TAJIMA.
5
Nishiura
run
run
OH, THANKS.
HUH?
IT'LL BE KINDA HARD ON LEFT-HAND-ERS.
IT'S UP TO YOU, #5!
BUT THE FORKBALL THEY USE FOR RIGHT-HANDED BATTERS IS HITTABLE!
SURE!
Nishiura
SFX: dash
!!
Nishiura

note it's song title
"Shoot"
clap
clap
clap

SFXs: music and shouts of the cheering squad
IT'S STARTING.
THE MEMBERS WHO AREN'T ON THE BENCH CHEER FROM THE STANDS.

IT GIVES OFF THE IMPRESSION OF A "STRONG TEAM."
SFX: Mashiba!
SFX: Mashiba!
SFXs: music and shouts of the cheering squad
AFTER ALL, THE REGULARS STAND ON TOP OF SUCH A NUMBER OF PEOPLE.
MM...
bam
HUH?

If you don't get a hit, who will?
WHY WAS HE SO SCARED OF OUR OWN SUPPORT BEFORE?
pah pah
shi
HONESTLY, I DON'T GET HIM AT ALL!
* song of the cheering squad
LET'S TAKE THE LEAD!
AH.
WH-
FATT
I GUESS IT'S FINE IF HE'S NOT AFFECTED.
Okay!
SFXs music cheering
I'M STEPPING ONTO THE MOUND AS A REAL ACE!
grip
IT'S THE FIRST TIME
SFX. Mashibal
THROW WITH ALL I HAVE!
I'M GONNA
SFX. bend


BOTTOM OF THE FIRST INNING. BATTING FOR TOSEI HIGH IS
THIRD BASE-MAN, MASHIBA-KUN.
JERSEY #17.
READY!
MASHIBA IS THE ONLY FIRST YEAR AMONG THE STARTERS.
TOSEI PUTS FIRST YEARS ON THE ROSTER EVERY YEAR,
BUT IT'S UNUSUAL TO PICK ONE TO BAT LEADOFF. HE MUST HAVE BEEN CHOSEN FOR A REASON.
Belt a homer!

SFX: music from the cheerers

STILL, HE'S A FIRST YEAR!
IF THERE'S A WEAK SPOT ON THEIR TEAM, IT'S GOTTA BE HIM!
TAP
TAP
SO THEY'RE ALL FIRST YEARS?
THEY LOOK SO TINY...
AND THE PITCHER IS EVEN SCRAWNIER THAN THE REST.
I GUESS THERE'S NO NEED FOR ME TO SOUND HIM OUT.

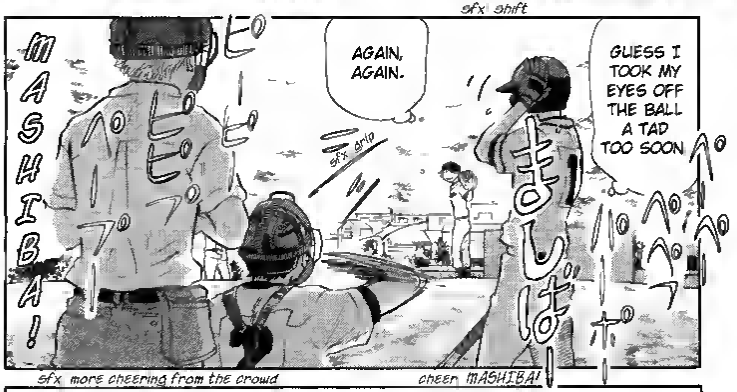
turn
turn
IT LOOKS LIKE IT'S GOING TO RAIN
I SAW PEOPLE FROM OTHER SCHOOLS HERE TO COLLECT DATA, TOO.
get up
FIRST, AN
ALL-OUT PITCH
TO THE OUT-SIDE.

kyu
NEVER MIND IF IT'S A STRIKE. I'LL JUST SWING
sfx whoosh!
AND END THIS QUICKLY!

OUTSIDE!
SFX: Scr...tch
SFX: !!!400sh!!
SFX: ipah!
SFX swish!

ER...
WAS THAT A FASTBALL OR A BREAKING BALL?
TOSEI
STRIKE!

sfx: shift

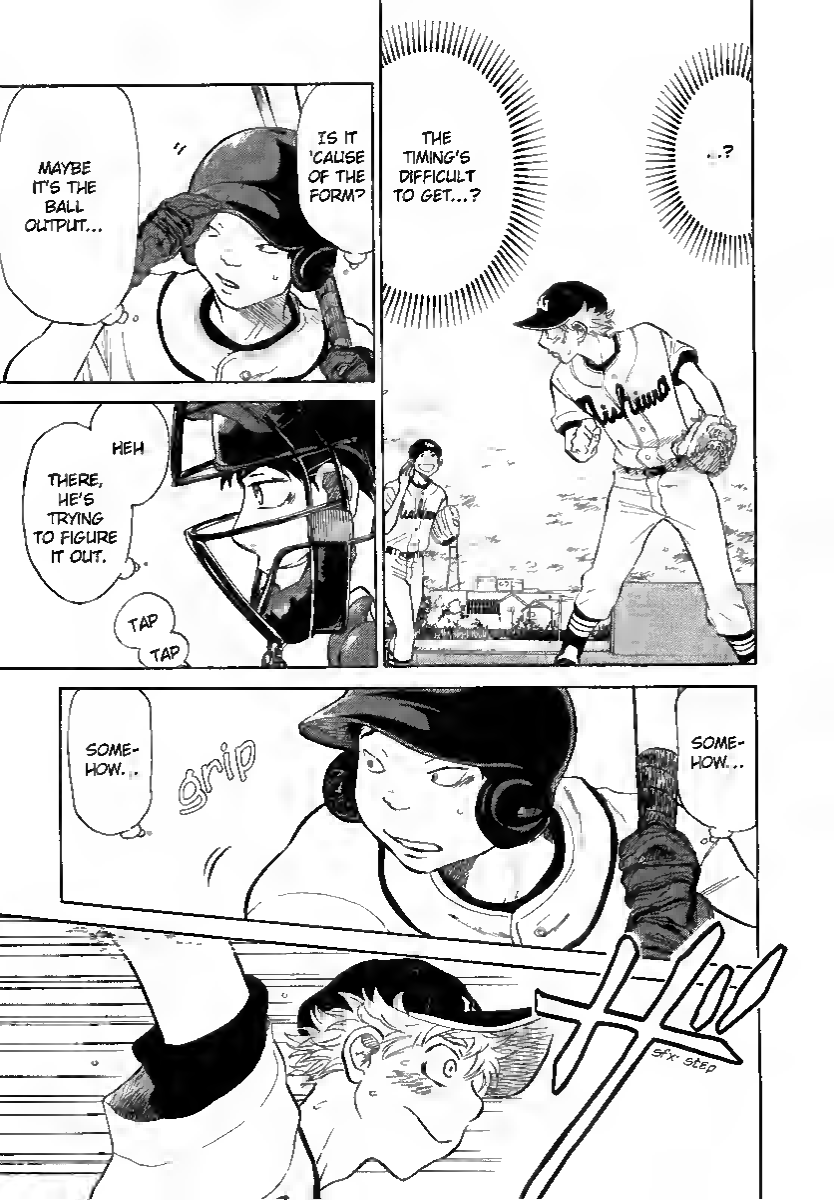

MASHIBA!
AGAIN, AGAIN.
GUESS I TOOK MY EYES OFF THE BALL A TAD TOO SOON
sfx: grip
sfx: more cheering from the crowd
cheer: MASHIBA!

THE FIRST STRIKE!
sfx: whoosh!
Ishiura

sfx: Mashibu! And more cheering from the crow...
ましゅ
THERE'S NO COMPARING TO THE 9 SECTIONS,
BUT HE CAN NOW AIM WELL FOR THE INSIDE OR THE OUTSIDE EVEN WHEN GOING ALL OUT.
THAT'S AMAZING CONTROL FOR A HIGH SCHOOL PLAYER.
TAP
TAP

grip
NOBODY'S TAMPERED WITH THE WAY HE THROWS,
SO THE COURSE OF HIS "FASTBALL" HASN'T CHANGED,
Nishiura
sfx whoosh!
AND THE SPEED HAS INCREASED BY 10KM/H.
WE CAN MAKE GOOD USE OF IT!

sfx: whizz
WHAT'S WITH THIS SLOW BALL...?
sfx: swing!
sfx: thud!
...EH?


MAYBE IT'S THE BALL OUTPUT...
IS IT 'CAUSE OF THE FORM?
THE TIMING'S DIFFICULT TO GET...?
...?
HEH THERE, HE'S TRYING TO FIGURE IT OUT.
TAP TAP
SOME-HOW..
grip
SOME-HOW...
SFX: STEP

10
sfx: thud!
IN 3 THROWS ...
Snirk
STRIKE!
THE FIRST
STRIKE-OUT!
sfx: BAm!

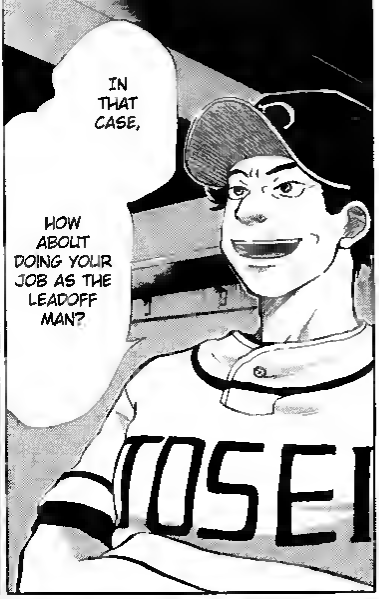
GOOD JOB ON CONFUSING THE LEADOFF BATTER, IF ONLY FOR A LITTLE BIT!
Nishiura
AFTER ALL, THAT'S THE POSITION WITH THE MOST AT-BATS IN A SINGLE GAME!
...STILL,
WE NEED TO BE CAREFUL.
IF MIHASHI-KUN GETS SEIZED ...
PLAINLY SPEAKING, THAT'S WHERE THE CONTEST WILL START!

DAMN.
WAS THE BALL TOO SLOW OR WHAT?
clang
BATTING SECOND, LEFT FIELD, MATSU-NAGA-KUN.
JERSEY #7.
Jog
TOSEI
WHAT WERE YOU THINKING, SWINGING AT THE FIRST BALL?
WHAT DO YOU WANT?
He-
JIIIN!
He
I TOLD YOU TO SHUT UP!
YOU CAN'T DO THAT, YOU KNOW!
JIII----------N!
Startled
I BET YOU WERE TRYING TO SHOW OFF...
SHUT UP.
HOW CARE-LESS!

COME HERE!
YES, SIR!
YES, SIR!
TOSEI
... WELL THEN
WHAT WAS THIS AT-BAT SUP-POSED TO MEAN?
Y-
YES, SIR!
DON'T "YES SIR" ME!
WHO TOLD YOU TO SWING AT THE FIRST BALL?!
Y-
YE...
TOSEI
WHAT ABOUT THE THIRD BALL?!
WHERE THE HELL WERE YOU LOOKING?!
I'M-
I'M SORRY!

YES, SIR?!
-OOO!
RIII----
sfx: BAM!
YOU WANT TO PLAY TODAY, DON'T YOU?
I DO!
CAN YOU PLAY ON THIRD?
sfx: Maaaan'
sfx: cheering and music from the crowd
I CAN!!
clench
...UH...
YOU ...
I WON'T!
JIN, WILL YOU SWITCH WITH RIO?
pull
pull
LOSER

HMPH.
YES, SIR!!
TOSEI


IN THAT CASE,
HOW ABOUT DOING YOUR JOB AS THE LEADOFF MAN?
TOSEI

...STILL ACTING TOUGH, HUH?
I KNOW HE ALWAYS KEEPS HIS COOL DURING A GAME,
BUT THIS IS TOO MUCH.

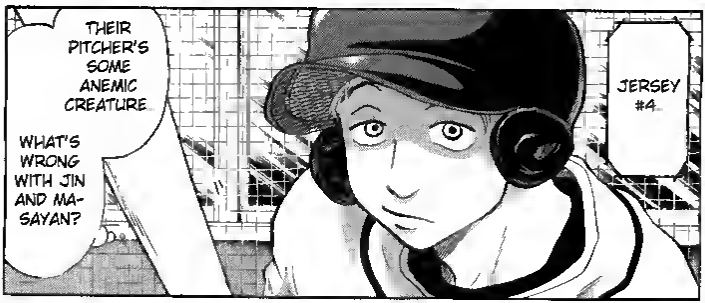
HEH. LOOKS LIKE IT CALMED DOWN OVER THERE.
RIGHT?
.....

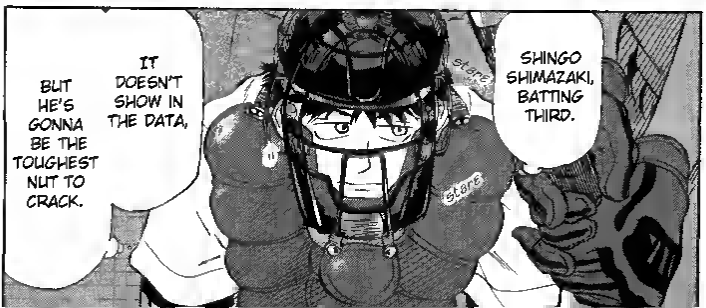
...JUNTA!
EXCEPT FOR THOSE SAC BUNTS, THERE HAVEN'T BEEN MANY HITS TODAY!
AH YEAH!

I PUT TOO MUCH PRESSURE ON THEM YESTERDAY.
GOSH, PITCHERS ARE SUCH DELICATE CREATURES.
WELL, EVEN SO,
WE SHOULD WIN THIS ANYWAY IT'S JUST..
SEI
sfx clang!

THERE!
sfx pain!
OKAY,
OKAY,
OKAY.
OUTS!
TWO
sfx badump!
MAAA-
SAAA!
YES,
SIR!
..EH?
.....
Nice pitch!
Nice catch!

BATTING THIRD, SECOND BASEMAN, SHIMAZAKI -KUN.
READY!
TOSE!
HM?
WHAT WERE YOU THINKING, JACKING IT LIKE THAT?!
I'M SORRY !!
SURE!
OH.
KAZU-SAN, I'D LIKE TO GO TO THE BULLPEN.


THEIR PITCHER'S SOME ANEMIC CREATURE.
WHAT'S WRONG WITH JIN AND MA-SAYAN?
JERSEY #4.

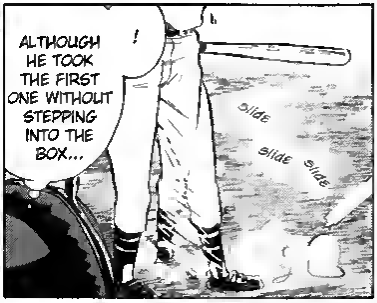

BUT HE'S GONNA BE THE TOUGHEST NUT TO CRACK.
IT DOESN'T SHOW IN THE DATA,
SHINGO SHIMAZAKI, BATTING THIRD.
stare
stare

HE DIDN'T HAVE A CHANCE TO TALK TO THE FIRST TWO, SO HE'S PROBABLY GOING TO WATCH THE FIRST BALL.
I MUSTN'T GIVE ANYONE THE CHANCE TO ANALYZE MIHASHI'S "FASTBALL" TOO CAREFULLY.
WE'LL TAKE A STRIKE WITHOUT SHOWING IT TO HIM.
HOWEVER
TAP
TAP TAP
SLIDER, CLOSE
TO THE OUTSIDE.
TURN
TURN
THERE WAS ALSO A SIGN SAYING IT WON'T MATTER IF I MISS.
A STRIKE WOULD BE BETTER,
BUT
IT MUSTN'T GO INSIDE.
get up

TO THE OUTSIDE!
CLOSE
SFX: STEP
WHOOSH!
SFX: THUD!
I'LL HAVE TO REMEMBER THAT
STILL, THIS PLACEMENT IS A BALL?
FEELS LIKE IT'S GOTTEN BETTER.
BALL!

THAT'S PROBABLY ALL THERE IS TO HIM.
Shift
I CAN SEE WHY JIN WOULD HAVE TROUBLE HITTING THESE.
Whistle
throw
IT'S REALLY SLOW.
HIS SPECIALTY IS FAST-BALLS. THIS PITCHER IS JUST TOO SLOW.

ALL RIGHT!
LOOKS LIKE THIS TIME, HE WANTS TO GO FOR A HIT!


ALTHOUGH HE TOOK THE FIRST ONE WITHOUT STEPPING INTO THE BOX...
!
Slide
Slide
Slide

JUST NOW, HE FIXED HIS FOOTING.

CURVE -BALL
TO THE OUT-SIDE.
rustle
IF THE BALL'S TOO FAST, HE'LL GET IT.
TAP
TAP
TAP
A BALL.
throw
IT'S GONNA BE
KINDA OFF THE TABLE...
grip

I CAN WAIT.
grip
grip
BUT
eyeneh
clang!
4

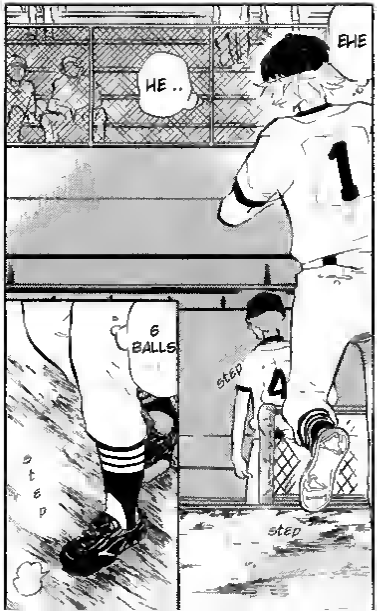
RIGHT FIELD!
SFX Bam!
SFX Bam!
HANAI!
SFX Bam!
IT'S A FOUL BALL, HANAI!

ALL RIGHT!
RUN WITH ALL YOU'VE GOT!
slide
whoos

OUT!
SFX WEAH!
HANAI!
CATCH!
NICE
SFX sound of drums

EVEN SO, THAT RIGHT FIELDER
CAUGHT IT TOO WELL FOR SOMEONE FACING BACK.
... HUH.
I COULDN'T GET A HIT OFF THAT BALL.
IT WENT PRETTY HIGH, TOO
Step
DAMN.
NEXT TIME, I MUST AIM LEFT.
THAT'S RIGHT, THE RIGHT FIELDER IS THE CAPTAIN.
A FLUKE?
That was awesome Hanai!
NO.
HIS EYES WERE FIXED ON THE BALL. THAT WAS NO FLUKE.
Y-
YES, SIR!
SHI-MA-ZA-KI...
DECHON
pmt... Shudder!
4
TOSE!

Hanai! Nice catch!
...


EHE
HE..
6 BALLS
step
step
step
step

Woah!
tap!
NICE PITCHING!
Nishima

EHE...
YOU ONLY HAD TO THROW 6 BALLS!
step
EFFICIENT LIKE WHOA!
step
step
Nishima
Nishima

I ONLY HAD TO THROW
6 BALLS.
HEY, GO TO THE BENCH
OKAY.
YOU'LL GET SOAKED.
Glance
Glance
HAH...
Sniff
Wah.
So it's finally started.
Ah, umm.

IT'S STARTED TO RAIN.
rain
rain
rain
Kiiwa
IT'S RAIN-ING!
YOU REALLY ARE IN TOP CON-DITION TODAY!
AH.
Y-YEAH
YOUR CONTROL'S FLAWLESS
...
FEEL-ING HOT?

AND HE'S SWEAT -ING A LOT ...
HIS FACE IS ALL RED
I-
I'M FINE!
EH?
MIHASHI, HOW MANY UNDER-SHIRTS DID YOU BRING?
... REAL -LY?
YOU DIDN'T CHANGE BEFORE THE GAME, DID YOU?
IF THAT'S THE CASE, YOU SHOULD PROBABLY DO IT NOW.
I THINK ...
FOUR OR FIVE...
rustle rustle
I'LL WAIT HERE, SO GO CHANGE YOUR SHIRT.
AND GET SOME CALO-RIES IN.
DRINK SOME-THING
O-OKAY.

GOTTA CHANGE
MY SHIRT.
Tajima! Be the base coach!
Oh, right!
PHEW ...

WAS REALLY SOME-THING.
IT WAS A FOUL, BUT THE BALL FLEW SO FAR!
rustle rustle
THAT LAST HIT

I'M SURE THEIR #4 AND #5 ARE
slip off
THAT PERSON WAS THEIR #3.
RUN ON ME ....
THEY MIGHT HIT A HOME
THIS STADIUM ISN'T VERY BIG.

JUST AS GOOD.
... BUT...
I...
sfx: flomp!
sfx: bash
GOT THREE OUTS!

IF ABE-KUN'S THERE...
IF TAJIMA -KUN
AND HANAI -KUN ARE THERE...

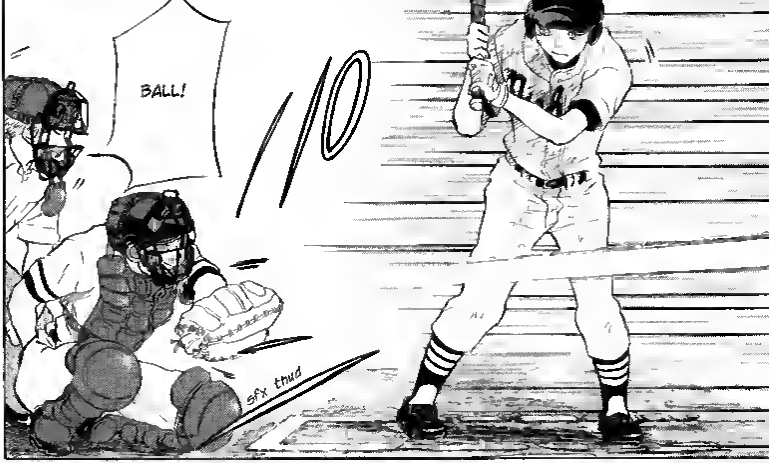
I CAN
GET OUTS
FROM TOSE!!

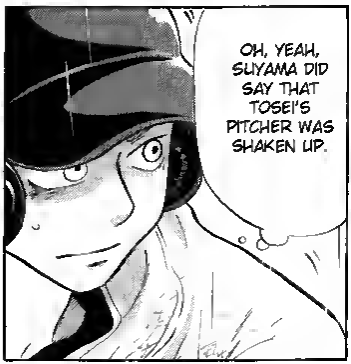
WOW,
I FEEL LIKE STRENGTH IS BUILDING UP IN ME..
clench clench
I WANT TO PITCH SOON!
TO-DAY, I'LL DEFI-NITELY
PITCH THE BEST I'VE EVER DONE!
THROW IT BACK HERE!

BUT THE FORKBALL THEY USE FOR RIGHT-HANDED BATTERS IS HITTABLE!

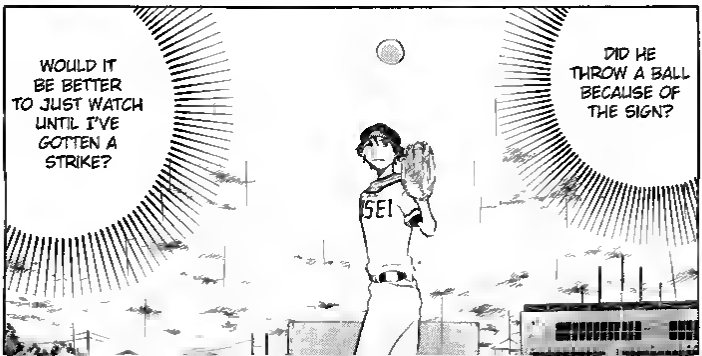
I'LL SWING BEFORE HE THROWS HIS DECIDING PITCH!
FROM WHAT IZUMI SAID, I SHOULD BE ABLE TO GO FOR THE FAST-BALL OR THE SLIDER.
TAJIMA SAID THAT, BUT...
FOR ME, THE FORK WILL PROBABLY BE TOUGH TO HIT AS WELL.
THAT JUST MEANS IT'S BETTER THAN THE SINKER FOR THE LEFT-HANDERS.

I'LL HIT IT BACK TO CENTER!
JUST LIKE I PRACTICED
SFX: STEP
twitch
SFX: Whoosh!


BALL!
110
SFX thud


OH, YEAH, SUYAMA DID SAY THAT TOSEI'S PITCHER WAS SHAKEN UP.

WHOA!
I SAW IT!


WOULD IT BE BETTER TO JUST WATCH UNTIL I'VE GOTTEN A STRIKE?
DID HE THROW A BALL BECAUSE OF THE SIGN?
TOSEI

I CAN'T LET THE GOOD PITCHES GO BY. I HAVE TO SWING AT THEM.
YEAH, GOT IT!
THERE'S NO SIGN FOR ME TO WAIT.
nice call!
Iwura
BACK TO CENTER.
BACK TO CENTER.
BACK TO CENTER!!
sfx swing!
sfx whizz!

SFX: clang!
IS IT ENOUGH?
HIT THE GROUND!
Kiwa
Kiwa

GET IT!
GET IT--!!
-IR!
HIT THE
GROUND--!!

IT HIT THE GROUND!!!
bounce!

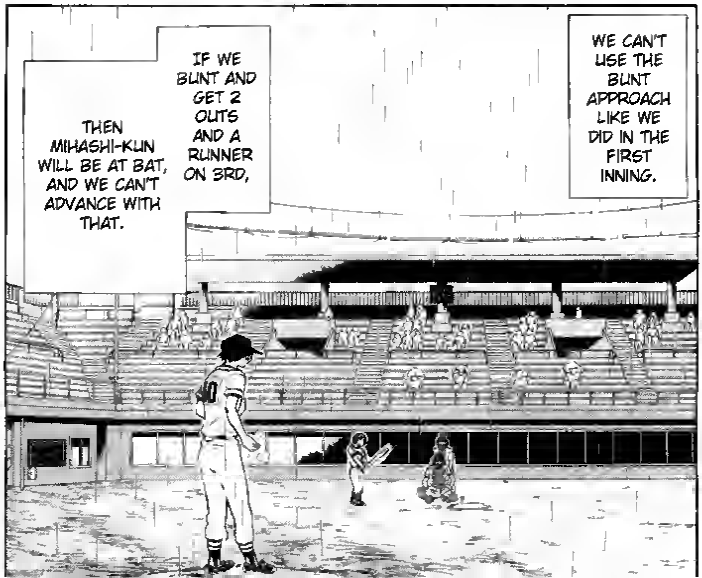
おおおo
sfx: music and cheering from the crowd
NICE BATTING!
sfx clap clap
NICE BATTING!
EH?
OH!
Nishiura
Nishiura

WE GOT A RUNNER ON BASE EARLY IN THIS INNING, TOO!

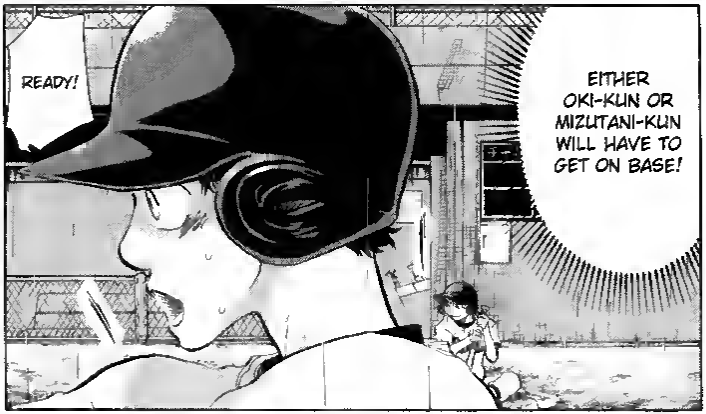
IT...
WASN'T REALLY A "NICE" HIT, BUT
slips off

I DON'T FEEL SO BAD!
WHEN TAJIMA SAYS THAT,
Ohh keep it up!

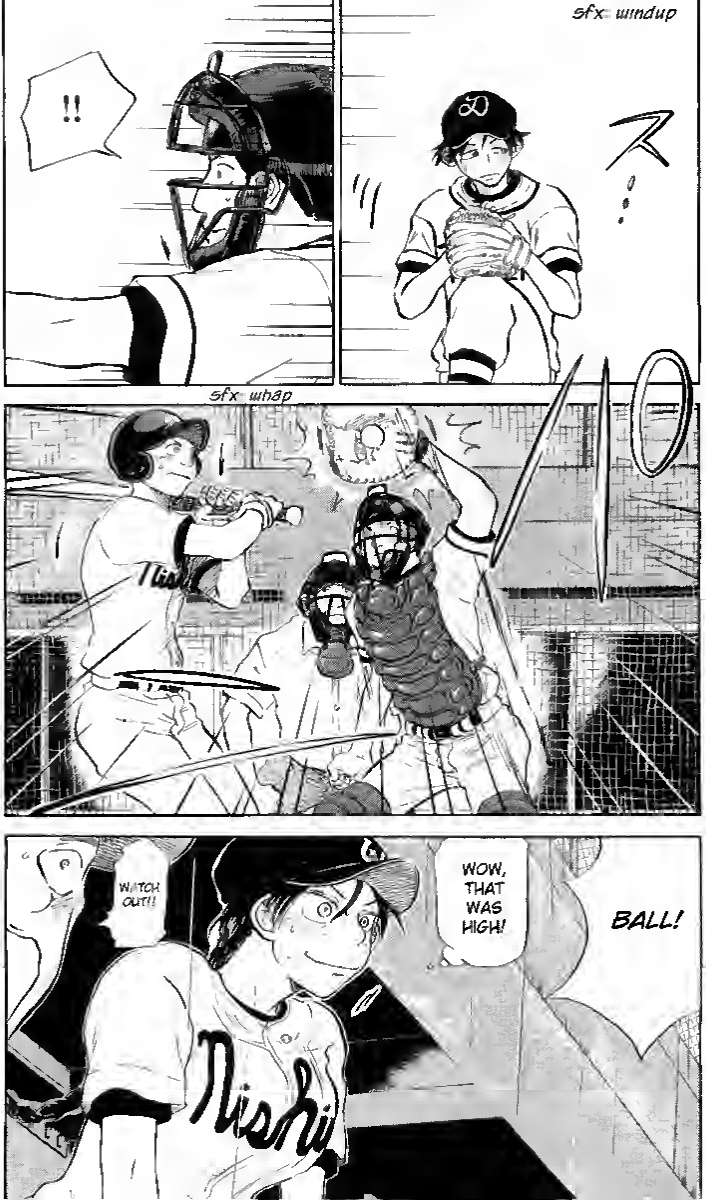
sfx phew


IF WE BUNT AND GET 2 OUTS AND A RUNNER ON 3RD,
WE CAN'T USE THE BUNT APPROACH LIKE WE DID IN THE FIRST INNING.
THEN MIHASHI-KUN WILL BE AT BAT, AND WE CAN'T ADVANCE WITH THAT.

SO IN ORDER TO ROTATE UP TO ABE-KUN...
BASICALLY, WE CAN ASSUME THAT MIHASHI -KUN WILL BE USELESS TO OUR OFFENSE.


READY!
EITHER OKI-KUN OR MIZUTANI-KUN WILL HAVE TO GET ON BASE!

NO OUTS AND A RUNNER ON FIRST.
AGAIN.

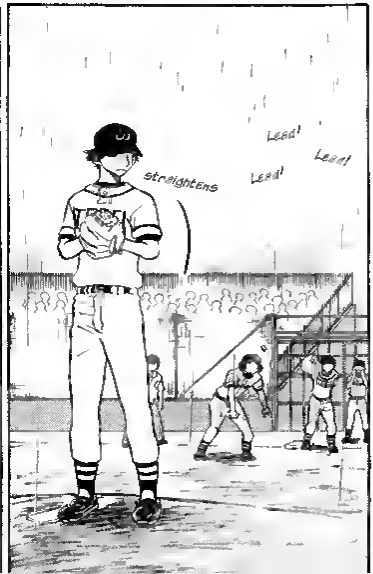

!!
sfx: windup
20
sfx: whap
WATCH OUT!!
WOW, THAT WAS HIGH!
BALL!

YOU'RE NOT DOING THIS ALONE!
LOOK BEHIND YOU.
tap
tap

SNAP OUT OF IT ALREADY!
IT'S THE 2ND INNING.
badump
badump

PICK-OFF...

LEAD, LEAD, LEAD!
5
3
10


straightens
Lead!
Lead!
Lead!

sfx: turn
BACK!
sfx: slide
HE CHASED HIM BACK RIGHT AFTER THROWING A BAD BALL.
TOSEI'S PITCHER MIGHT BE LOSING HIS RHYTHM.
Nice back!
SAFE!
sfx: whap

スッ
grab
GOT IT!
THAT MEANS WE MIGHT HAVE A CHANCE TO "WAIT" ON HIM!
sfx: whap
sfx: whap
No outs!
I SHOULD TRY THAT AGAIN.
HMM...
BALL!

HE'S SURE WORRIED ABOUT THE RUNNER
AN-OTHER PICK-OFF?
stare
IS HE A FAST RUNNER OR SOME-THING?
HUH?
Lead!
Back!
Lead!
Lead!
turn
10
WHAT NUMBER IS THE RUNNER ON FIRST AGAIN?
WHO'S DEFEND-ING THAT BASE?
BACK!

sfx: slide
SEI
SAFE!
sfx: grin
'SCUSE US, WE NEED A TIMEOUT!
HANAI, YOUR SHOE-LACE!
EH?
THEY'RE BEING PRETTY PERSIST-ENT...
NICE CHECK!
SEI
AH!

TIME OUT!
TOSE!
HM?
WAVE
... HUH?
RAISE
DON'T REACT TO WHAT I'M GONNA TELL YOU, OKAY?
TEAM
Yuhina
grab
RUN WHEN I GIVE THE SIGNAL!
!!

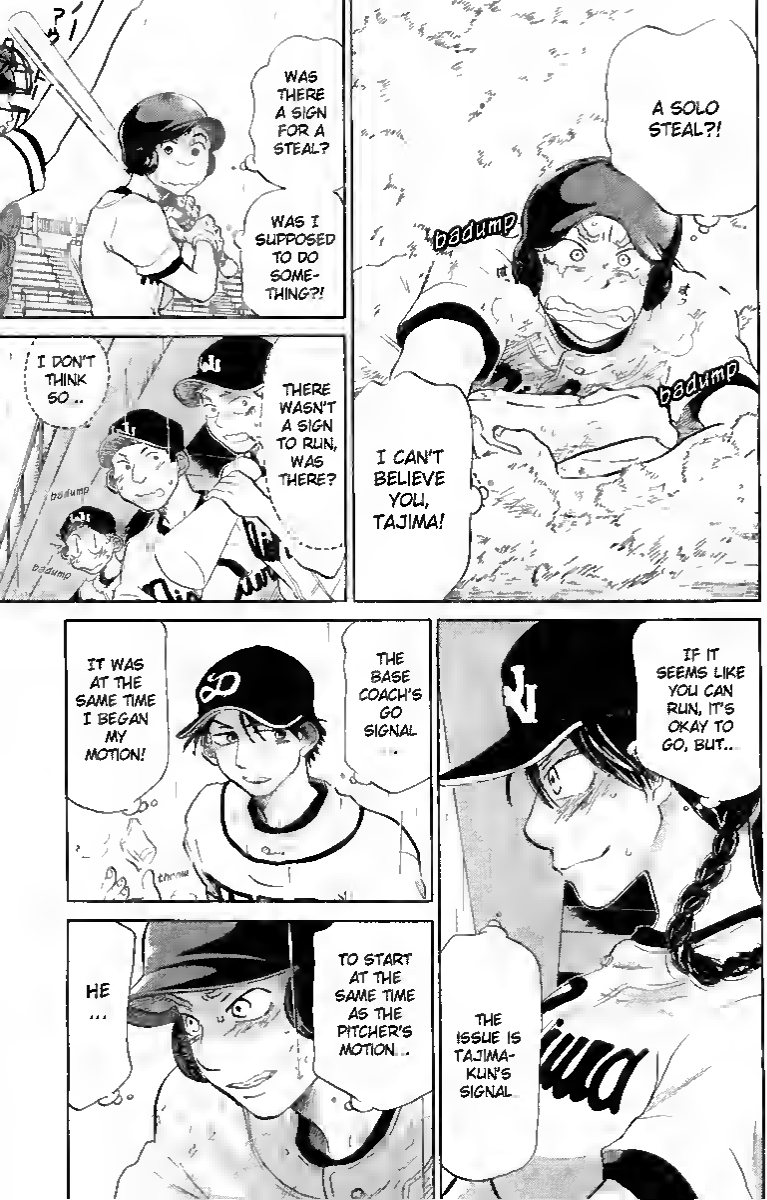
PLAY BALL!
HUH?
WHAT?
DID A SIGN COME WHILE I WASN'T LOOKING?
straighten
Nishiura
A HIT-AND-RUN?
LEAD!!
Lead!
Lead!
WH-
WHAT?!
LEAD!
EH..?
LEAD!
EH?
Nishiura
creep
creep
!!
LEAD...

GO!
sfx: badump

WHAAAAT?!
Nishi
sfx: dash

sfx: whap
THE RUNNER'S GOING?!
I'LL BARELY MAKE IT!
sfx: throw
IF I THROW, I'LL HIT THE BATTER!
WHOA!!
sfx: badump

SAFE!!
TAFEI
SFX. SLIDE
I COULDN'T THROW BECAUSE HE'S A LEFT-HANDED BATTER.
DAMN
YEAAAH!
HANA!
NICE STEAL!!
A
A
Ishiwa
Crowd: Yeah!


WAS THERE A SIGN FOR A STEAL?
WAS I SUPPOSED TO DO SOME-THING?!
A SOLO STEAL?!
b8dump
b8dump
I CAN'T BELIEVE YOU, TAJIMA!
I DON'T THINK SO..
THERE WASN'T A SIGN TO RUN, WAS THERE?
b8dump
b8dump
IT WAS AT THE SAME TIME I BEGAN MY MOTION!
THE BASE COACH'S GO SIGNAL..
IF IT SEEMS LIKE YOU CAN RUN, IT'S OKAY TO GO, BUT..
HE...
TO START AT THE SAME TIME AS THE PITCHER'S MOTION...
THE ISSUE IS TAJIMA-KUN'S SIGNAL

sfx: whap
BALL!

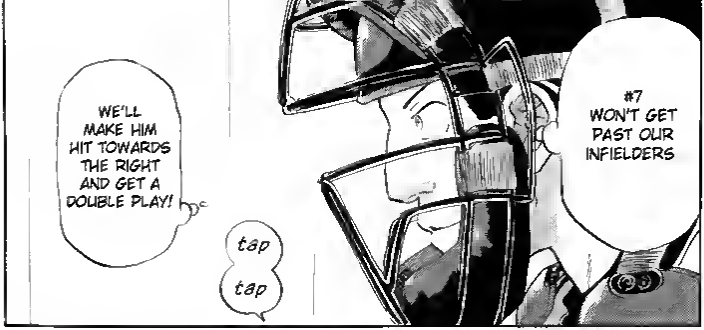
COULD IT BE ...
THAT HE'S READING IT?!

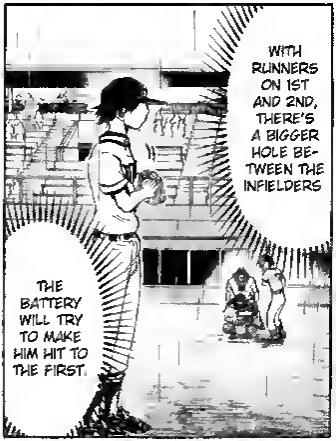
IS IT EVEN POSSIBLE TO READ THE PITCHER'S MOTION JUST FROM LOOKING AT THE PICKOFF TWICE?!
whap
IS THERE EVEN A "HABIT" IN HIS MOTION IN THE FIRST PLACE?

SURE, YOU HEAR ABOUT SUCH CASES...
BUT ...
I'VE NEVER EVEN THOUGHT OF DOING SOME-THING LIKE THAT!
BALL!
BALL FOUR!
sfx: whap
THIS WON'T DO...
throw
BUT ...
IF I GO TO THE MOUND NOW, IT'LL HURT HIS PRIDE.
whap
I'LL HAVE TO TALK HIM UP WHEN WE'RE BACK IN THE DUGOUT.
SET

I SHOULDN'T WORRY ABOUT THE RUNNER,
NICE ONE!
EVEN WHEN I THROW MY BEST, I CAN'T GET ENOUGH POWER BEHIND THE BALL.
PHEW.
THIS IS ANNOY-ING.
SQUEEZE
SQUEEZE
EVEN IF THEY'VE GOT MY PICKOFF MOTION FIGURED OUT.
badump
THEY WON'T STEAL THIRD.
badump
badump
badump
THEY'RE AT THE BOTTOM OF THEIR LINEUP.
I'VE GOT TO CALM DOWN!
BATTING 7TH, LEFT FIELD, MIZUTANI -KUN.
JERSEY #7
IF I HIT AN INFIELD GROUNDER, THEY'LL GET A DOUBLE PLAY
THAT'S A LOT OF PRES-SURE

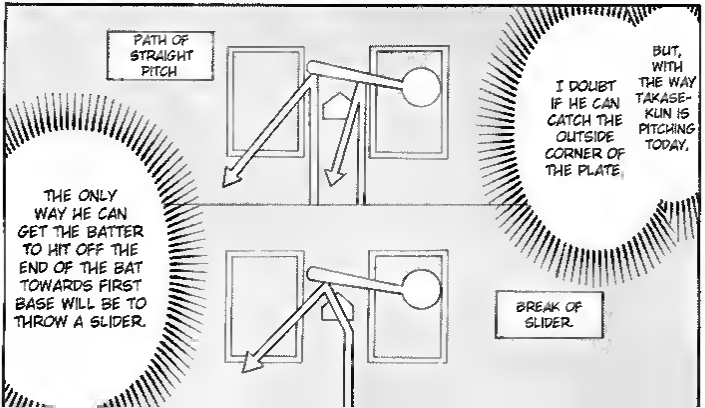
BUT, NEXT UP IS MIHASHI. .
WE CAN'T EXPECT MUCH FROM HIM .
.....
GLANCE
GLANCE
.....?
WHY IS HIS FACE SO RED?
IT'S NOT EVEN THAT HOT OUT TODAY.
HE MUST BE USING ALL OF HIS ENERGY WHEN HE'S PITCHING.
NOT A BUNT?
THEY MUST REALIZE THAT WITH THE BASES LOADED, THERE'S A BIGGER DANGER OF HITTING INTO A DOUBLE PLAY.
WE SHOULD GET A LEAD HERE AND MAKE IT EASIER FOR HIM
DO THEY THINK IT'S SUPER TO TRY FOR A SINGLE AT THIS POINT?
THAT'S NO GOOD.

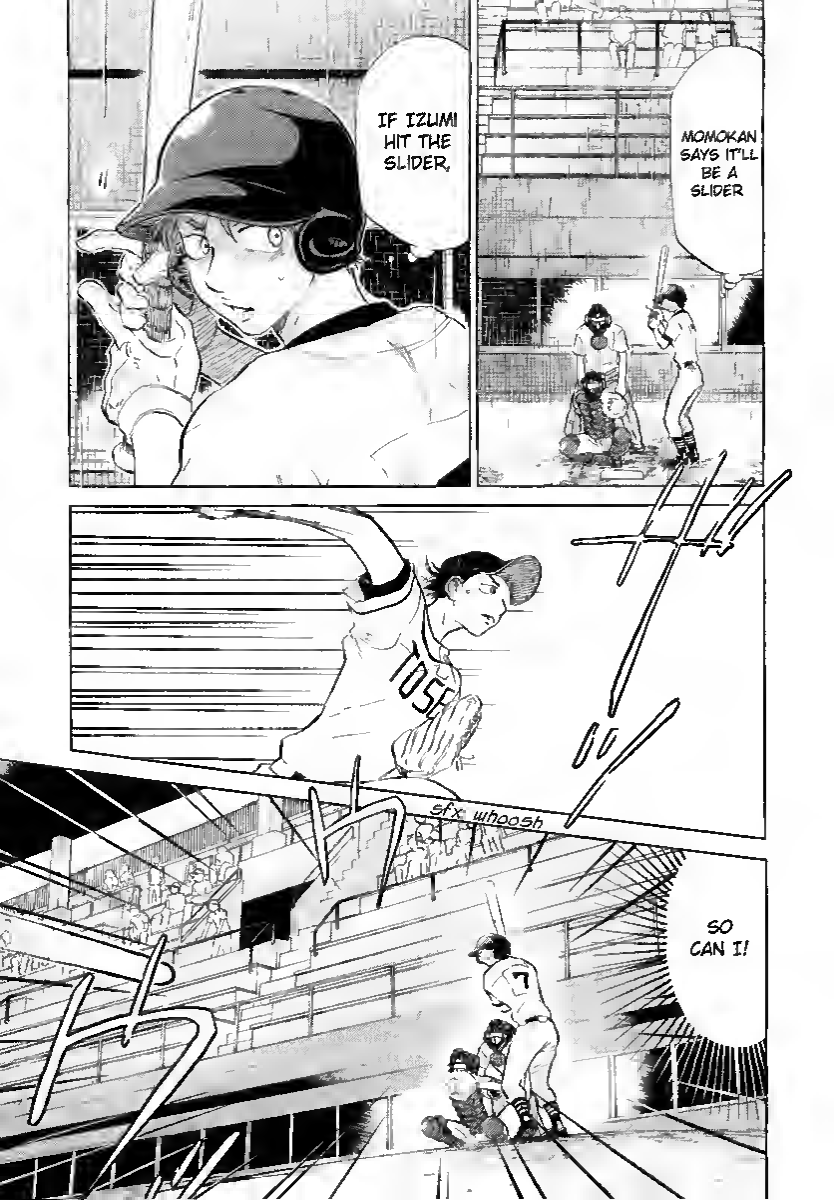

#7 WON'T GET PAST OUR INFIELDERS
tap
tap
WE'LL MAKE HIM HIT TOWARDS THE RIGHT AND GET A DOUBLE PLAY!


WITH RUNNERS ON 1ST AND 2ND, THERE'S A BIGGER HOLE BETWEEN THE INFIELDERS
THE BATTERY WILL TRY TO MAKE HIM HIT TO THE FIRST.

SLIDER.

THE FIRST PITCH
WILL BE A SLIDER!


PATH OF STRAIGHT PITCH
BUT, WITH THE WAY TAKASE-KUN IS PITCHING TODAY,
I DOUBT IF HE CAN CATCH THE OUTSIDE CORNER OF THE PLATE.
THE ONLY WAY HE CAN GET THE BATTER TO HIT OFF THE END OF THE BAT TOWARDS FIRST BASE WILL BE TO THROW A SLIDER.
BREAK OF SLIDER.


IF IZUMI HIT THE SLIDER,
MOMOKAN SAYS IT'LL BE A SLIDER
TOSS
sfx: whoosh
SO CAN I!

SFX: clink
IT'S GOING...

SHIN-
GO
-SAN!
sfx: slide
sfx: whap
TOSS!
FIRST!
sfx: toss

SFX: clap clap clap
YESSS!
NICE CATCH, SHINGO-SAN!
SFX: slide
OUT!

A DOUBLE PLAY, HUH
SUCK.
Oh
Ah
SFX: Ahhh
LUPIN, LUPIN
LUPIN
WE'RE GONNA DO LUPIN!
flip
flip
Lupin
Lupin
NO SIGHING!
OH, CRAP!
Ah!
LUPIN! DO LU-PIN!
EH?
MAT-SU-DA!
THE BATTER'S NAME IS "MIHASHI"!
NUMBER 5 ON THE FLYER!

clap clap clap
MI HA SHI!?
sfx: badump
sfx: pa pāa paa pa

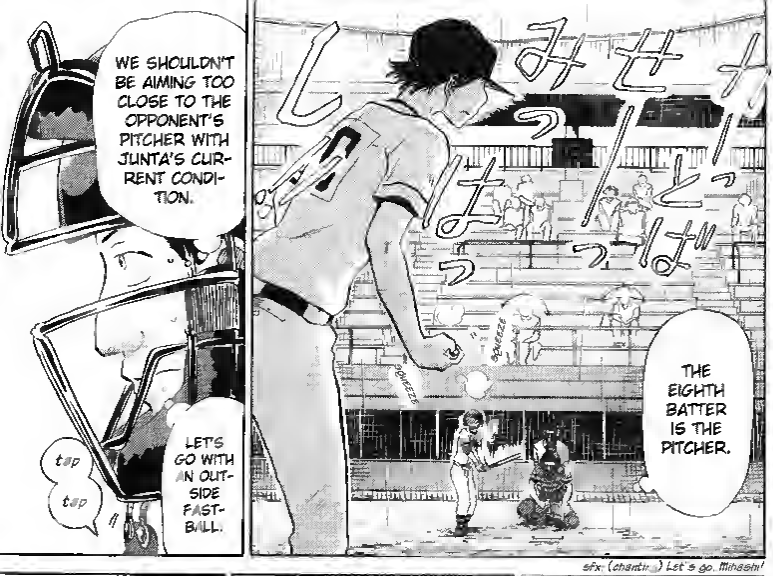
M-
MY...
badump
badump
!!
MI HA SHI!
pa para para

HIS PITCHING SEEMS A LITTLE WILD TODAY.
BE CAREFUL NOT TO GET HIT!
YE-
!!

MIHA-SHI!
wobble
MY NAME ...
badump
badump

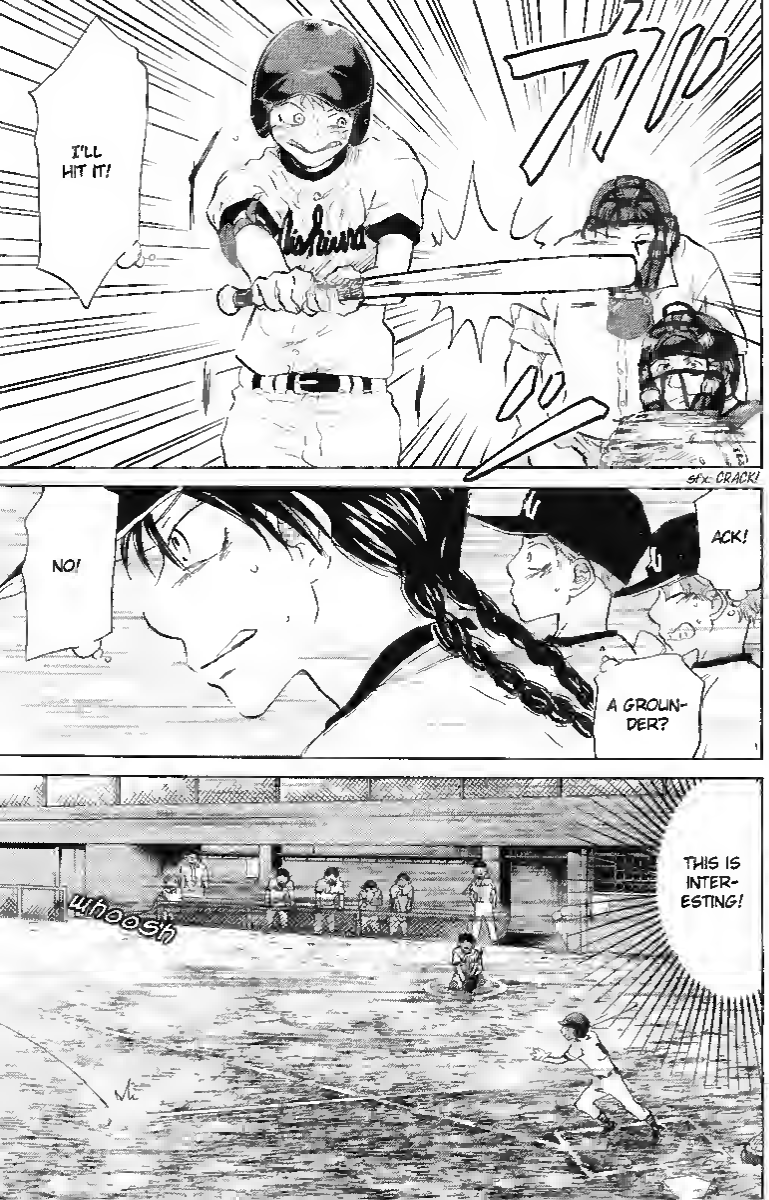
SORRY ABOUT THAT...
Nishiura
Nishiura
run
run
Yeah!
AVOID IT IF IT'S COMING AT YOU,
GOT IT?
Nishi
blush
blush
I WONDER IF HE'LL BE ALL RIGHT.
NORMALLY, THAT'D PROBABLY BE A BASE HIT.
BUT THAT WAS EXCEPTIONAL FIELDING FROM THE 2ND BASEMAN. I GUESS THAT'S TOSEI FOR YOU.
grind
DON'T WORRY ABOUT IT! IT WAS A GOOD HIT.
bazuuu
bazuuu
IT'S ESPECIALLY ANNOYING BECAUSE IT WAS A GOOD HIT.
HERE WE ARE, TWO OUTS, A MAN ON SECOND.
MIHASHI-KUN DOESN'T HAVE ENOUGH SKILL TO DO A CHECK-SWING.
Momo-kun is pissed off...

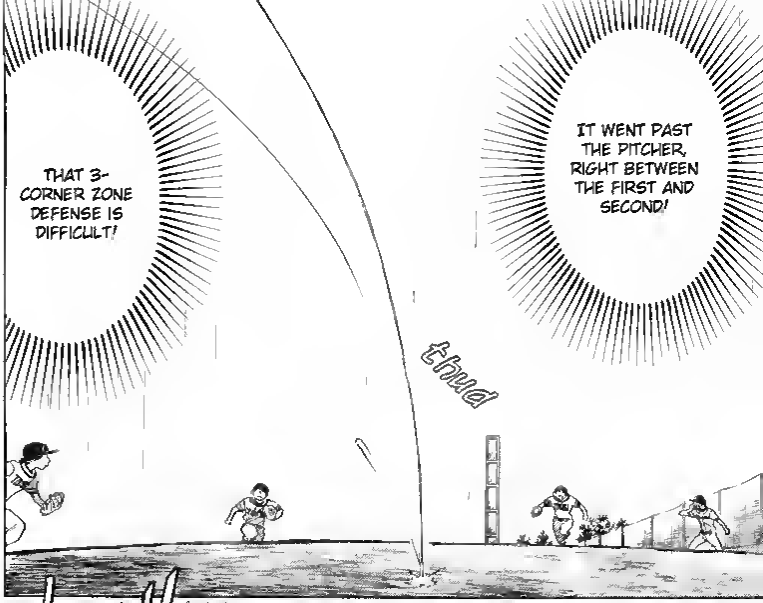
IF MIHASHI-KUN CAN GET A FAST-BALL,
EVEN HE CAN BRING THE RUNNER HOME!
shake
IF YOU SEE A GOOD PITCH,
shake
JUST HIT IT!
Nishiura
THE FAST-BALL!
grab
H...
HIT
ganbare (chant na) Mihashi!
みはし
かっせっ
みはし
かっせっ


WE SHOULDN'T BE AIMING TOO CLOSE TO THE OPPONENT'S PITCHER WITH JUNTA'S CURRENT CONDITION.
LET'S GO WITH AN OUTSIDE FASTBALL.
tap
tap
しかも
みせ
THE EIGHTH BATTER IS THE PITCHER.
squeeze
squeeze
sfx: (chant:) Let's go, Mihashi!

windup
HIT THE BALL.
I- I CAN-
millions
OUTSIDE CORNER
straightens

FASTBALL!
sfx: whoosh
TOO FAR IN-SIDE. .
NOT GOOD!


I'LL HIT IT!
SFX: CRACK!
NO!
ACK!
A GROUNDER?
THIS IS INTERESTING!
whoosh


THAT 3-CORNER ZONE DEFENSE IS DIFFICULT!
IT WENT PAST THE PITCHER, RIGHT BETWEEN THE FIRST AND SECOND!
thud

sfx dash
EEP!
JUNTA! COVER THE BASE!
I'LL GET IT!
!
dash

OOF!
SFX. TOSS

roll
roll
roll
slide
AHH!
sfx grab
Pichiw

SAFE!
Nishiw
10
sfx: (crowd) YEAH!

THAT
THAT IDIOT ...
WHAT THE..
NICE RUN! BUT THAT FALL WAS HARDCORE!
paa paa paa
DID YOU TWIST ANY-THING?
IT DOESN'T
IT DOESN'T HURT!

UHH
WAIT JUST A MINUTE!
stretch
stretch
squat
squat
UMM
SLOWLY, SLOWLY.
CHECK IF YOU CAN BEND YOUR KNEES.

YEAH!
LOOKS FINE TO ME!
I'M FINE!
YEAH!
EVERY-THING ALL RIGHT?
TRY MOVING YOUR SHOUL-DER LIKE THIS!
SLOW-LY
stretch
stretch
stretch
stretch
OKAY!
THAT MORON!
HE COULD'VE JUST LIED THAT IT HURTS, AND THEN WE COULD HAVE PUT UP A SUBSTITUTE RUNNER!
IT NEVER HURTS RIGHT AFTER YOU FALL, EVEN IF YOU'RE INJURED!
Nice Right!
BATTER UP!
YESSIR!
AND WHAT WOULD WE DO IF HE'D BEEN HIT ON THE FINGER?!
HE DOESN'T KNOW HOW TO BEND HIS ARMS FOR THAT!
ON TOP OF THAT, HE HIT A BALL ON THE IN-SIDE CORNER!
2

TWO OUTS, RUNNERS ON 1ST AND 3RD.
ALL RIGHT!
WITH RUNNERS ON FIRST AND THIRD, THE ENTIRE INFIELD IS WIDE OPEN!
SEC
SECOND BASE.
I'VE GOTTA GET A HIT!
IF I DON'T HIT IN A RUN, THAT FALL WILL BE FOR NOTHING.

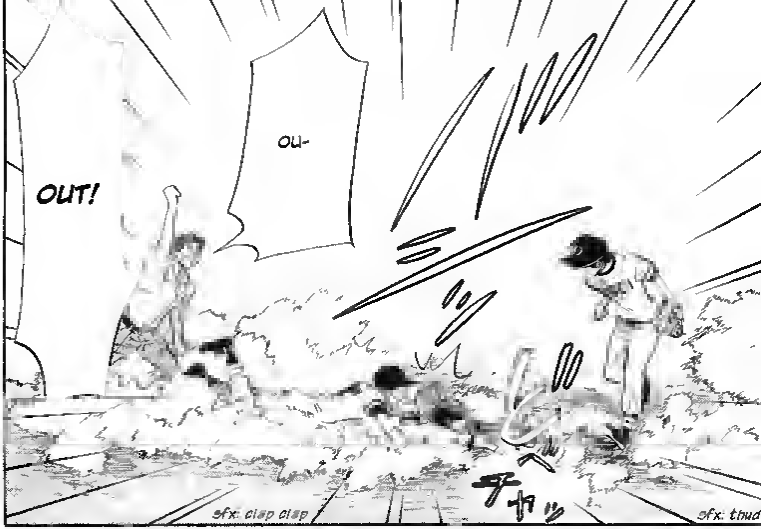
LEAD.
LEAD.
!
SECOND BASE.
SEC-OND BASE.
IS TOO FAR OUT!
MI-HA-SHI
!
tap
tap
throw
SHUFF
!

surprised
whap
dash
Ishiura
SEC-
OND
BASE!
HE GOT
CAUGHT!
WAH!
throw
TAKE!
SEI
WHAT'S
HE GON-
NA DO?!

UWAH!
OKAY!
whap
freeze
Nichiwa
SFX: turn
HANAI ...!
!!!
Huh?

freeze
whap
YUSEI
EEK!
Shiuu
Shiuu
sfx turn
HURRY UP AND TAG HIM OUT!
badump

THE RUNNER ON THIRD!
sfx: dash dash
sfx: turn
sfx: wh p
WAAAH!
Ichiura
EEP!
ALL RIGHT!
JSE!


OUT!
OU-
sfx: clap clap
sfx: thud

WHICH ONE HAPPENED FIRST?!
THE RUN AND THE OUT...
sfx: turn
OUT!

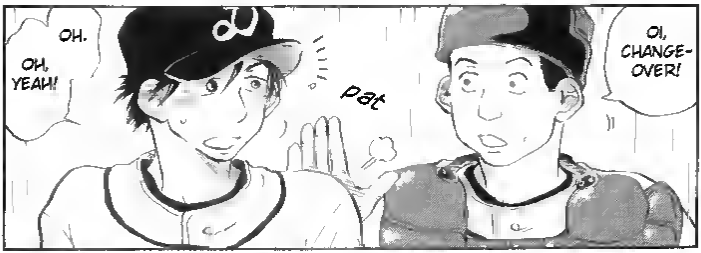
WHAT?
WHAT?
THE RUN COUNTS!
WHOOSH
WHAT'S THE CALL?

FIRST...
shake
shake
shake
*CHEERING
THE FIRST RUN!

BOOM
BOOM
turn
*NISHIURA
TEAM
西浦01
桐青0
*TOSEI
AM I DOING?
WHAT
BOOM
THUD
BOOM
BOOM
pant
TOSEI
BOOM
BOOM
THUD

I THOUGHT IF WE TAGGED THE RUNNER BETWEEN FIRST AND SECOND, WE'D HAVE THE LAST OUT.
BUT ...
NO, I DIDN'T FORGET.
DID I FORGET THERE WAS A RUNNER ON THIRD?
DID ...
17

I DIDN'T THINK
THE GUY ON THIRD WAS A THREAT.
COULD IT BE THAT
I GOT TOO NERVOUS ?


OI, CHANGE-OVER!
Pat
OH.
OH, YEAH!

SHOULD I TELL HIM NOT TO WORRY ABOUT IT?
OR THAT WE'LL CATCH UP IN THIS HALF? OR WHAT ?
Step
HEH.
HEE ...
HEE HEE
HEE ...
WHAT ?

SORRY.
JUST... THAT WAS AN AWESOME FACE HE WAS MAKING, THAT RUNNER.
HAHA HAHA.
IT'S NOT THAT FUNNY...
STEP
HAHA HAHA.
OH MAN, THAT DID ME IN.
NOW THAT THEY'VE SCORED, ARE YOU FEELING DIFFERENT?
STEP
YEAH.
I'VE FINALLY OPENED MY EYES.
MAY I HAVE YOUR ATTENTION, PLEASE.
THERE WILL BE A SHORT BREAK WHILE MIHASHI-KUN IS BEING TREATED.
HUH?

HE'S INJURED?
HE LOOKED FINE... DURING THE RUN-DOWN.
HEHE.

?
I DIDN'T NOTICE.
WHY ?

IF YOU DON'T CUT THAT OUT SOON, YOU'RE GONNA GET IN TROUBLE.
HA HA HA.
HEE-HEE-HEE

DID YOU SEE WHO WAS COACHING FIRST BASE?
OH,

I THINK HE HAS MY PICK-OFF MOVE FIGURED OUT.
... REALLY ?

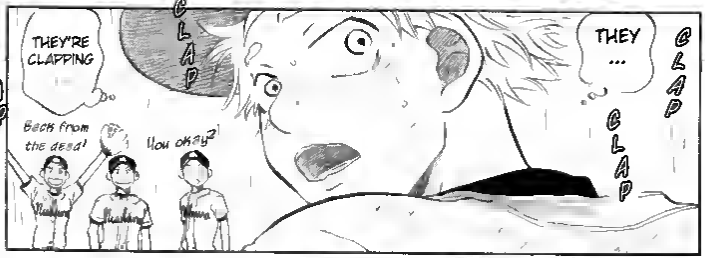
THE UNAUTHORIZED STEAL BY THE 5TH BATTER?
nod
...OH.
...BUT WE GOT THE 3RD OUT BECAUSE OF A PICK-OFF THROW.
OH, STOP IT ALREADY.
PFFFT!
IF HE COULD READ YOUR PICK-OFF MOTION, THEN SHOULDN'T "MIHASHI" HAVE BEEN ABLE TO STEAL 2ND?
CONSIDERING THAT MIHASHI IS THE PITCHER AND THAT HE'D JUST FALLEN GETTING ON FIRST,
I DON'T THINK THEY WANTED HIM TO MAKE THAT RUN.
10
2

IF JUNTA HAD A VISIBLE HABIT, I WOULD HAVE NOTICED.
THE 5TH BATTER SURE DID GET A GREAT START.
AH, I SEE.
BUT I CAN HARDLY BELIEVE IT.
... BUT ...
AT THAT POINT, THEY'D ONLY SEEN TWO PICK-OFFS, RIGHT?
...

I'M FINE!
HOW'S THIS?
IT'S FINE!
WHAT ABOUT THIS?
OKAY, HOW ABOUT THIS?
IS EVERY-THING REALLY OKAY?
I'M FINE!
LOOKS GOOD TO ME.
IT-
IT'S FINE!
RIGHT, THAT'S GOOD, THEN.
YOU CAN PUT YOUR SHOES BACK ON.
Pat

MIHASHI-KUN, LET ME CHECK YOUR TEMPERA-TURE.
!
MIHA-SHI'S VERY FLEX-IBLE.
WELL... HE DIDN'T RUN INTO ANYBODY.
EVEN AFTER A BIG FALL LIKE THAT?
EVERY-BODY'S WAITING !
NOW, LET'S GO!
If everything's okay, let's move it!
JUMP
POKE
IT'S AN EAR THER-MOM-ETER!
A HA HA !
LOOKS GOOD FROM HERE!

OH!
HERE THEY COME!
MI HA SHI!
JUMP
FIGHT!
NICE
CLAP
CLAP
CLAP
CLAP
GO FOR IT!
CLAP


THEY ...
CLAP
CLAP
THEY'RE CLAPPING
CLAP
CLAP
Back from the dead!
You okay?

* 100 DEGREES FAHRENHEIT
WE'LL HAVE TO KEEP AN EYE ON HIM.
I WONDER IF IT'S BECAUSE HE'S BEEN OUTSIDE FOR SO LONG?
BUT NOT REALLY ANYTHING TO WORRY ABOUT NOW.
THAT'S A LITTLE HIGH,
37.8 DEGREES.*
WHAT'S IT SAY?

NO MATTER HOW MANY TIMES HE SAYS HE'S FINE...
THANK YOU FOR WAITING.
We're counting on you!
Get 'em out!
HE'S STILL SWEATING A LOT.
IT MAKES SENSE AFTER RUNNING AROUND LIKE THAT.
BUT I STILL WANT TO MAKE IT AS EASY AS POSSIBLE FOR HIM.
BOTTOM OF THE 2ND INNING, TOSEI HIGH SCHOOL AT BAT.
BATTING 4TH, SHORT-STOP, AOKI-KUN.
JERSEY #14.
click
BUT... NO MATTER WHAT, WE CAN'T JUST KEEP FOOLING AROUND AGAINST THIS SORT OF BATTING LINEUP.

AOKI TAKE-HIKO.
READY!
LAST YEAR, HE WAS THE ONLY 1ST YEAR TO TAKE THE FIELD AT KOSHIEN.
HE'S PROBABLY GOT WHAT IT TAKES TO BE THE BEST AT TOSEI.
TAP TAP
TAP
THIS YEAR,
HE'S MOVED UP FROM BATTING 8TH AND PLAYING 3RD BASE TO BATTING 4TH AND PLAYING SHORTSTOP.
I WON'T BE GREEDY HERE.
GRIP
EVEN GETTING A BASE HIT IS FINE!

A SLIDER.
AIMED...
PAUSE
LOW
AND INSIDE.

SHUFF
OUT OF...
THE STRIKE ZONE!
STEP
SQUEEZE
SHIFT

WHOOSH
WHOOSH
THUD
STRIKE!

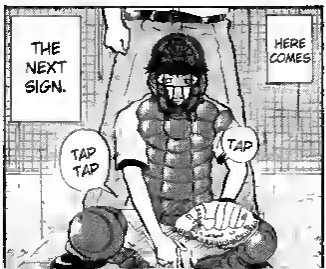
throw
THAT POWER-HITTING MAKES UP FOR HIS LOW BATTING AVERAGE.

PHEW.
THE SCARY THING ABOUT HIM IS HOW FAST HE SWINGS.

catch
Nishino

sfx: pause

stare
GOTTA WATCH ABE-KUN ....
GOT THE BALL.

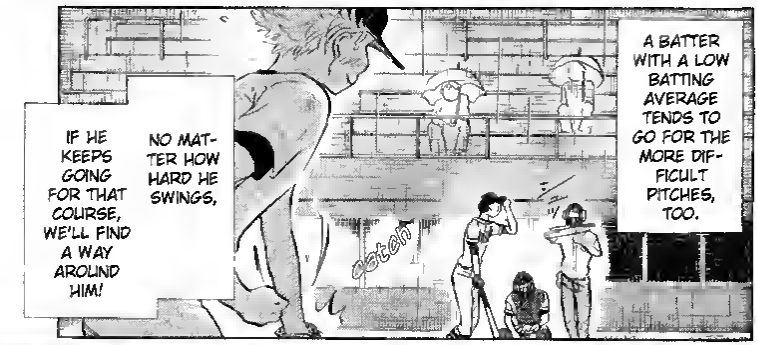

THE NEXT SIGN.
HERE COMES
TAP TAP
TAP

Step
Clang

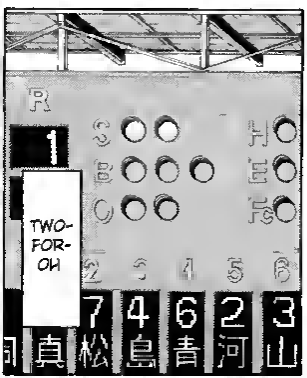
WATCH OUT!
SFX WHOOSH!
Shhhh
rustle
flying away
OR NOT.

BUT
IT'S STILL A REAL BALL-PARK FOR PLAYING HARD-BALL
And the birds
That scared me
Me too
BOTH SIDES OF THIS FIELD GO OUT 90 METERS.
THE STANDS ARE CRAMPED AND THE FENCE IS PRETTY LOW.
THAT GUY'S A REAL POWER HITTER!
HITTING MIHASHI'S SLOW BALL OUT OF THE PARK THAT EASILY..

DON'T BE SCARED.
WITH HIS BATTING AVERAGE, HE CAN'T AFFORD TO BACK OFF OF ANYTHING THAT LOOKS GOOD.


A BATTER WITH A LOW BATTING AVERAGE TENDS TO GO FOR THE MORE DIFFICULT PITCHES, TOO.
NO MATTER HOW HARD HE SWINGS,
IF HE KEEPS GOING FOR THAT COURSE, WE'LL FIND A WAY AROUND HIM!
OSTEN

NOPE.
YOU WON'T GET THE ONE YOU'RE LOOKING FOR!
TAP
TAP


R
H
E
1
TWO-FOR-OH
7 松
4 島
6 青
2 河
3 山

IF WE CAN GET HIM TO PULL IT TOWARDS THE SIDE AND GET A SINGLE, THAT'LL BE A SUCCESS!
A SHOOT
TO
sfx step
sfx throw
THE INSIDE!

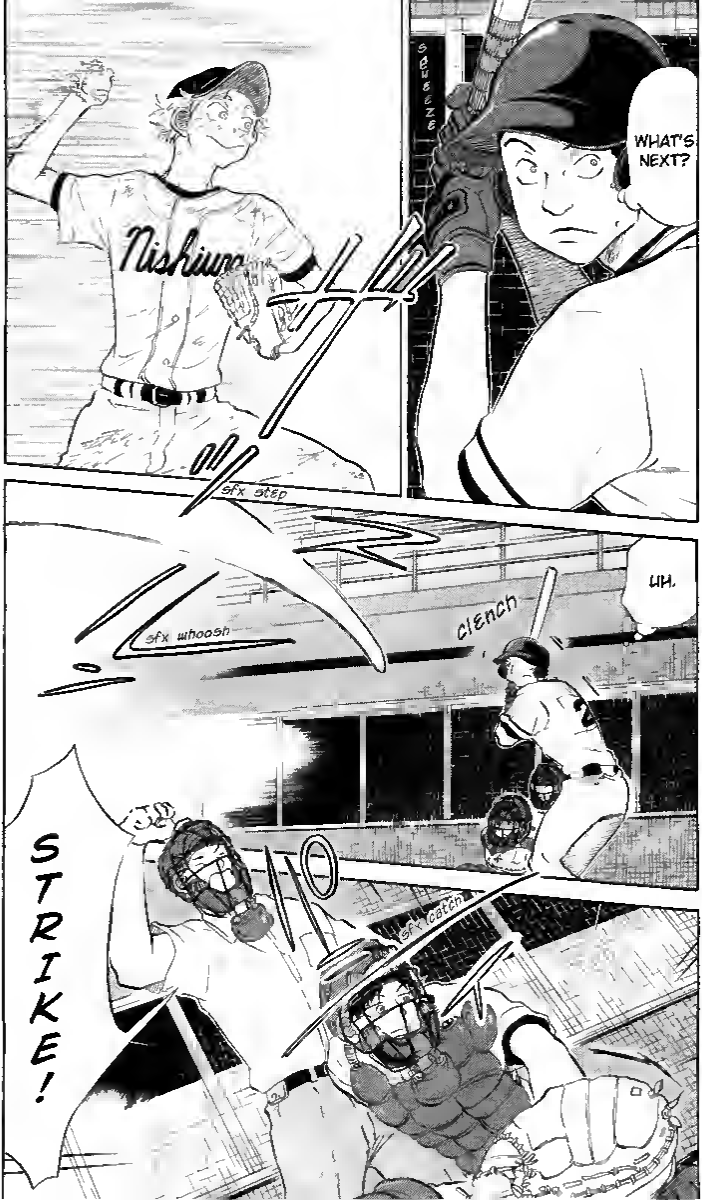
whir
HE MISSED!
sfx thud!

STRIKE!
sfx BAM!
sfx thump
HE'S SO AWE-SOME!
DAMN.
UWAH! IT WENT IN...
sfx clapping, cheering
THAT LITTLE PIP-SQUEAK!
HE CAN STILL SEND THE BALL STRAIGHT TO THE IN-SIDE AS IF NOTHING HAPPENED.
nice pitch!

trot
trot
trot
trot
14
TOSEI
tap
THE SECOND ...
STRIKE -OUT!
sfx catch
Nishiura
I'M SORRY.
WHAT'S WRONG ?
THAT WAS A PRETTY GOOD SHOOTBALL.
sfx GOOD KAZUKI!
sfx music
MY STRATEGY
IS WORKING AGAINST TOSEI.
HM. .?
そのかぎをにぎれ

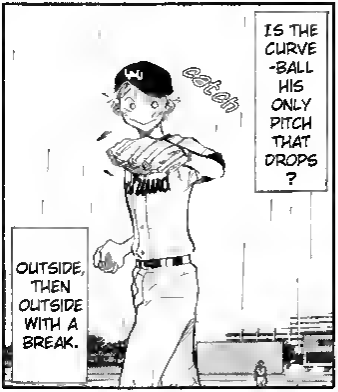
sfx: shudder
BUT GIVEN THE WAY MIHASHI'S PITCHING TODAY, THIS STRATEGY
CAN GIVE US A STRIKE-OUT!
I CAME UP WITH THIS MIX OF PITCHES ASSUMING THAT THEY'LL GET HITS,
clench
clench
sfx: GO GO KAZUKI!
sfx: music
BATTING FIFTH, CATCHER, KAWAI-KUN.
JER-SEY #2.
KAWAI ALMOST ALWAYS HITS THE BALL TO THE RIGHT.
WE'LL GET AHEAD IN THE COUNT BY USING BREAKING BALLS TO THE OUTSIDE, AND THEN HAVE HIM HIT A BALL INSIDE!
TAP
TAP

TAKE TOOK A SHOOTBALL, HUH?
SHINGO GOT TO HIT A CURVE-BALL.
SLIDER TO THE OUTSIDE.
grip
Step
HE'S DEFINITELY TOO SLOW, THOUGH.
THE PITCHER'S PRETTY SKILLED FOR A FIRST YEAR
Squeeze
THAT WAS... A SLIDER?
2
STRIKE!
thud


Nishiura
SQUEEZE
WHAT'S NEXT?
sfx step
sfx whoosh
clench
UH.
sfx catch
STRIKE!

SHINGO LADLED THIS OUT AND FOULED
I MUST ADMIT THAT IT'S GOT A GOOD PLACE-MENT.
SO THAT WAS THE CURVE-BALL?

THE THIRD ONE WILL BE ..?
grip


IS THE CURVE-BALL HIS ONLY PITCH THAT DROPS?
catch
OUTSIDE, THEN OUTSIDE WITH A BREAK.

SWOO
OOSH

throw
INSIDE, HUH?
IT'S TOO LOW!
squeeze
sfx step
sfx catch
sfx BAM!
STRIKE!
startled

EH?
はぁ
sfx surprised
THAT WAS THE THIRD..
BATTING 6TH, FIRST BASE-MAN, JER-SEY #3, MOTO-YAMA-KUN
sfx music
IN ADDITION TO THE SHOOT-BALL, THERE'S A SLIDER AND A CURVE-BALL...
THREE TYPES OF BREAK-ING BALLS, HUH?
STRIKE-
OUT!

I WAS SURE IT WAS COMING IN TOO LOW, BUT IT TURNED OUT THAT THE CATCHER'S MITT WAS STILL IN THE STRIKE ZONE.
OH...
MY JUDGMENT HAD BEEN TOO OPTIMISTIC.
WHY DIDN'T YOU SWING AT THE THIRD ONE?
YES, SIR! SO FAR, AT LEAST.
TOSEI

sfx: more music

ALL RIGHT. GO PUT ON THE PROTECTIVE GEAR
YES, SIR!
YES, SIR!
IT WAS THE FIRST AT-BAT, SO I'LL LET IT PASS, BUT I WON'T BE SO NICE NEXT TIME AROUND.

HMM...
IT'S TRUE.
WE'VE NEVER PRACTICED HITTING PITCHES AS SLOW AS THESE.
THIS WOULD BE THE 4TH STRIKEOUT. WE'RE TAILING BEHIND BY A POINT WITH NOTHING BUT EMPTY AT-BATS.
I DON'T LIKE THESE FIGURES.
STRIKE!
!!!

sfx swi
sfx thud
....
TCH.
I CAN TELL KAWAI IS THINKING OF THE SAME THING SOME-WHERE AT THE BACK OF HIS HEAD.
SOME-THING'S WRONG HERE.

I CAN'T OFFER THEM ANY ADVICE IF ALL I HAVE ARE SOME AMBIGUOUS IMPRESSIONS.
10
I'LL WATCH THE GAME FOR ONE MORE INNING.
IN THE SECOND HALF, WE'LL TAKE THE OFFENSIVE!

BUT IF IT'S TRUE THAT TAKASE'S PITCHING IS OFF AT THE MOMENT,
WE HAVE TO SCORE MORE POINTS BEFORE HE RECOVERS.
da sh
BACK
da sh
I CAN'T TELL BY WATCHING CATCHBALL PRACTICE,

TOP OF THE 3RD INNING. BATTING FOR NISHIURA HIGH IS
straightens
CATCHER, ABE-KUN.
JER-SEY #2.
THE SLIDER IS HIT-TABLE...
I CAN SEE THE FASTBALL, TOO!
wind up

sfx: whoosh
sfx: whap

WHAP
GOOD PLACE-MENT!
STRIKE!
stare
THE BATTER WON'T EVEN BUDGE AGAINST A SIMPLE FASTBALL.
straightens

sfx: whoosh
sfx windup
STRIKE!
sfx: smack
THEY CORNERED ME SO EASILY..
WOAH ...

IS THERE REALLY ANYTHING WRONG WITH HIS PITCHING?
Nice pitch!
whap
sfx: whap
IF I CAN'T GET A HIT, I WILL AT LEAST
grip
... WHATEVER.
...
ISN'T IT THE OPPOSITE?
windup
GET THE FLOW ON OUR SIDE!

sfx: whoosh
sfx: smack

HE WHIFFED IT HIGH.
sfx clap clap clap
sfx thud base!
WHAT'S MORE, THE SEQUENCE OF PITCHES JUST NOW...
WITHOUT USING ANY BREAKING BALLS, THEY STRUCK HIM OUT WITH SIMPLE FASTBALLS.
sfx toss
I MADE ABE-KUN BAT 9TH THIS TIME SO THAT HE COULD FOCUS ON STRATEGY,
BUT HIS ACTUAL SKILLS WOULD NORMALLY PLACE HIM NEAR THE TOP OF THE BATTING ORDER.

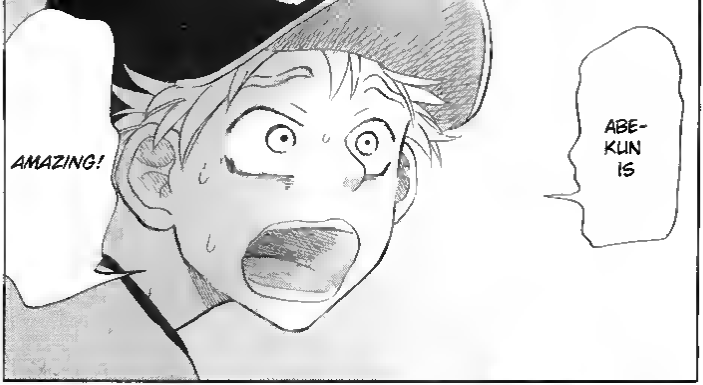
AS EXPECTED, IT LOOKS LIKE
ONCE THE 3RD INNING STARTED, TAKASE-KUN FINALLY SNAPPED OUT OF IT.

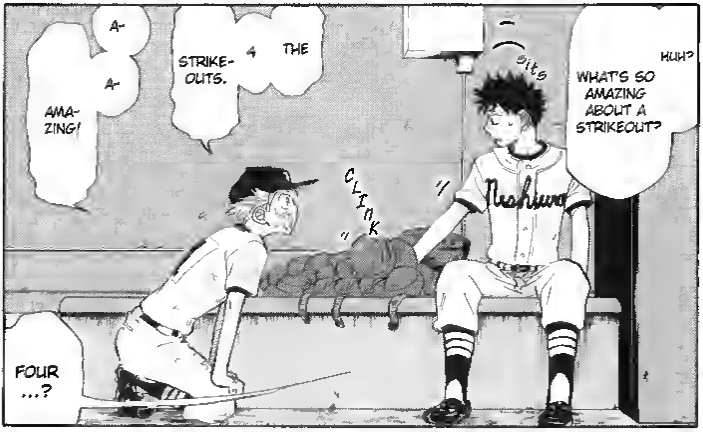
YEAH, HE DID.
DIDN'T HE GET FASTER?
...T-

THEY CARRIED PRETTY WELL!
I GOT 3 FAST-BALLS
SERI-OUSLY ?

ba-dump
ba-dump

stunned
YOU DON'T HAVE TO BRING ME THE PROTECTIVE GEAR.
PUT IT AWAY.
point
point
TOO-
TOO BAD WE DIDN'T GET
thud
A HIT!
...
...
Nishiura
wipe
LUH ...
HAVE YOU REPLENISHED LIQUIDS?
YUP!
turn
2
LISTEN ...
glare
tightly
freeze
THE GAME, THE GAME...
IF YOU WANT TO SAY SOMETHING,
JUST DO IT!
surprised
Nishiura
A-


ABE-KUN IS
AMAZING!

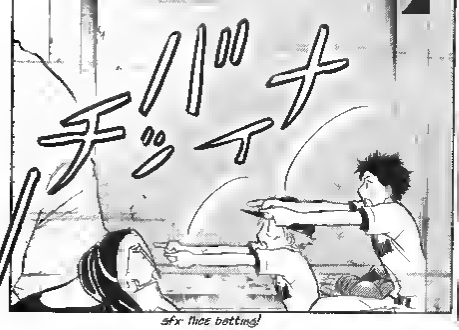

HUH?
WHAT'S SO AMAZING ABOUT A STRIKEOUT?
Bits
Nishiwa
CLINK
THE 4 STRIKE-OUTS.
A-
A-
AMA-ZING!
FOUR ...?

OH.
YOU MEAN THE STRIKEOUTS WE TOOK OFF TOSEI?
YOU TOOK THOSE.

I—
I
AL-
WAYS
THOUGHT ABOUT HOW I SHOULD PITCH—
THAT'S
TH-
NOT IT!
WHAT? YEAH IT IS!
NOT WHAT I MEAN...
THAT'S
?
IT'S
IT'S THE TRUTH...
BUT THEY ALWAYS GOT HITS OFF ME!
SO...
SO WHAT?
I HAVEN'T CHANGED AT ALL

TH-
THANK YOU. .
ABE-KUN ...
Nishiura

sfx: bedump
ONE OUT, RUNNER ON FIRST!
IT GOT THROUGH THE HOLE!
sfx: whoosh
sfx: SLIDE


チッバナ
sfx: Nice batting!

Nishiura
READY GO!

I'M
GOING TO GO CHEER!
Step

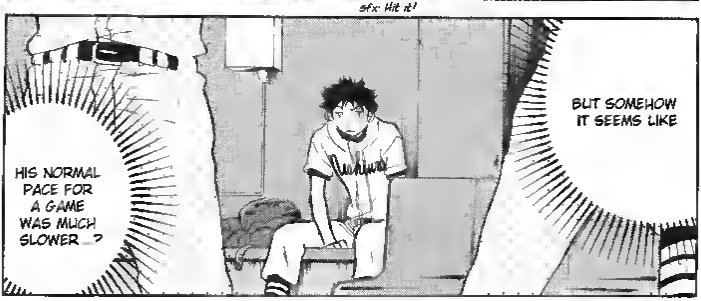
gasp
ACK!
wave
OH CRAP

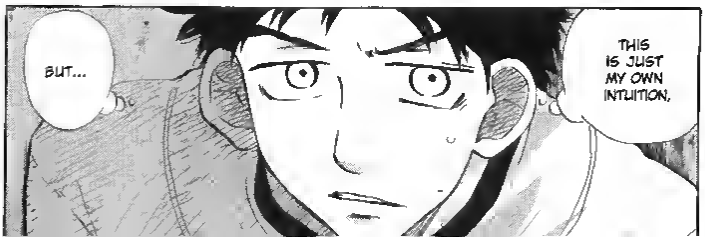
dash
"THANK YOU!"
Nishiura

WHAT'S HE SAYING, IN THE MIDDLE OF A GAME
tears

MIHASHI ISN'T THE TYPE TO BE SO STRAIGHT-FORWARD.
THERE'S DEFINITELY SOMETHING STRANGE ABOUT HIM TODAY!
THIS ISN'T THE TIME TO BE FEELING TOUCHED.
HOLD ON A SEC, DAMMIT.
ugh
IT... SEEMS DIFFERENT FROM A RUNNER'S HIGH TYPE THING.
BUT...
SFX: How it hit it!
I GET THE FEELING THAT
RIGHT NOW HE CAN'T STOP HIMSELF FROM SPIRALING OFF.
THE REASON WHY HE'S SO RED AND SWEATING SO MUCH
HAS GOTTA BE BECAUSE HE FLIPPED A SWITCH SOMEWHERE

SINCE HE PITCHED THE WHOLE TIME IN JUNIOR HIGH,
MIHASHI IS USUALLY BETTER AT PACING HIMSELF, SO I DIDN'T THINK ABOUT IT...
RATHER THAN HE'S IN "TOP CONDITION,"
ISN'T IT MORE LIKE HE CAN'T SAVE HIS STRENGTH?


sfx: Hit it!
HIS NORMAL PACE FOR A GAME WAS MUCH SLOWER...?
BUT SOMEHOW IT SEEMS LIKE


BUT...
THIS IS JUST MY OWN INTUITION,

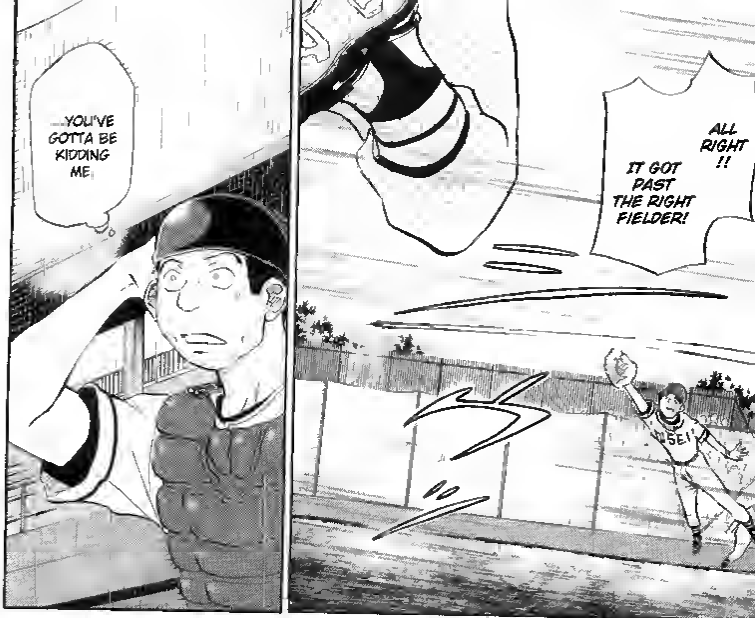
IF HE KEEPS GOING ON LIKE THIS,
HE'LL PROBABLY ...
START TO BREAK DOWN SOMEWHERE...!!
1
sfx whoosh
TOSEI

dash
sfx: whap
OH CRAP!
sfx: clang
TWO OUTS, RUNNER ON FIRST!

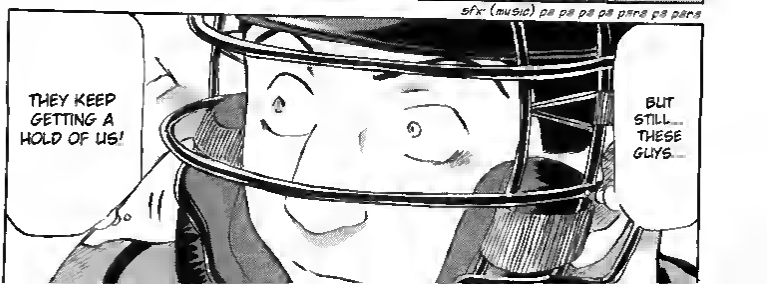
BATTING 3RD, SHORT-STOP, SUYAMA-KUN.
THE 1ST AND 2ND INNING HAD A LOT OF BREAKING BALLS
AND THIS INNING, IT'S ONLY BEEN FASTBALLS.
TWO OUTS!
JERSEY #6.
grip
SWING HIGH AT THE FAST-BALL...
sfx: windup

whoosh
...
sfx: whap pah
sfx: pace
I WON'T SWING AT THE TOUGHER ONES.
grip
STRIKE !!

THROWING REALLY GOOD PITCHES..!
grip
THIS GUY ISN'T LIKE MIHASHI.
HE WON'T BE ABLE TO KEEP ON..
windup
sfx: clink
SEE, THERE IT IS!


...YOU'VE GOTTA BE KIDDING ME.
IT GOT PAST THE RIGHT FIELDER!
ALL RIGHT !!

sfx: whoosh
HE CAN SWING HIS ARM, AND THE SPEED IS BACK IN HIS FASTBALL.
JUNTA ISN'T FEELING OFF ANYMORE.
Two outs!

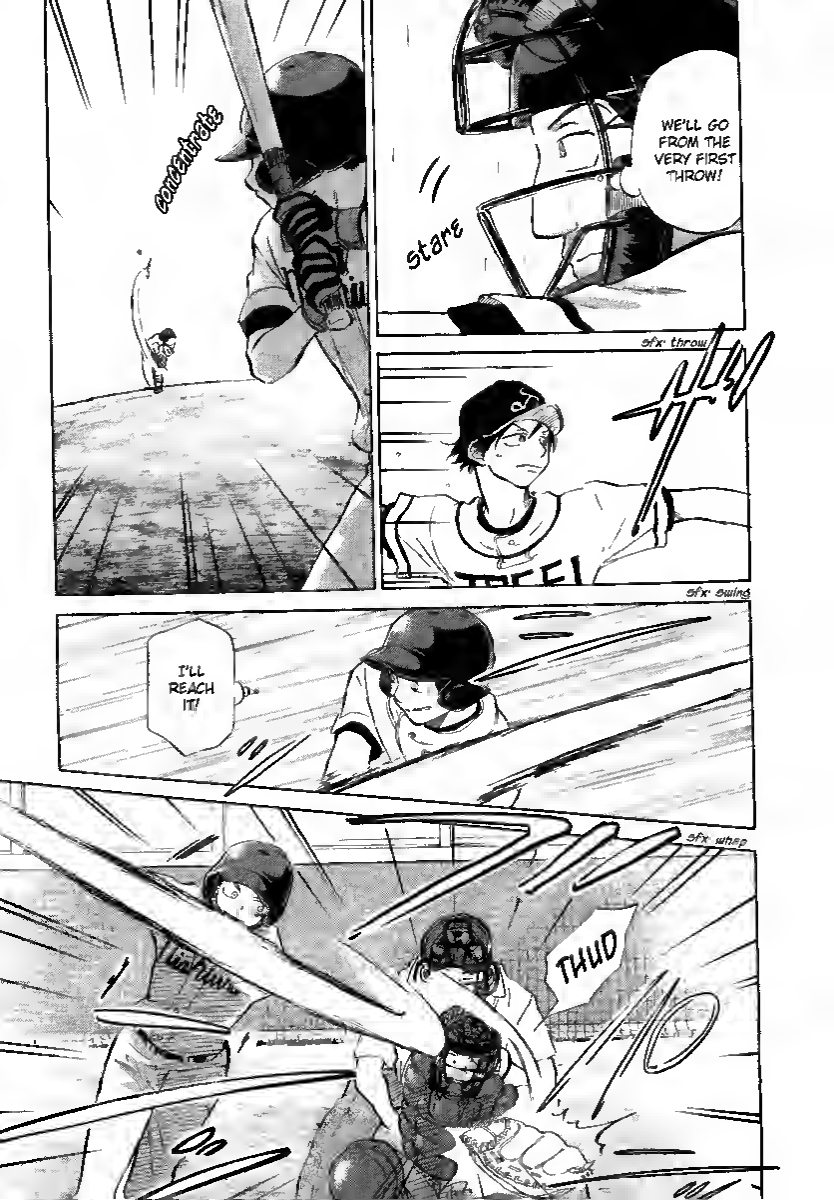

sfx: (music) pa pa pa pa pa para pa para
THEY KEEP GETTING A HOLD OF US!
BUT STILL... THESE GUYS...

Nice batting!
WAS I UNDERESTIMATING THEM BECAUSE THEY ONLY BEGAN THEIR SPORTS RECOMMENDATIONS THIS YEAR?
ARE THEY REALLY JUST LIKE ANY OTHER NEWLY ESTABLISHED TEAM?

NO!
THAT DOESN'T MATTER RIGHT NOW.

MAYBE THE LOWER BATTERS,
BUT WE CAN'T HOLD BACK THE TOP OF THEIR ROSTER WITH JUST THE FASTBALL.
I HAVE TO ACCEPT THAT!

motion
THIS INNING, THEY'VE SWITCHED TO USING MAINLY THE FASTBALL.
TAJIMA-KUN SHOULD ALSO TRY SWINGING FROM THE FIRST PITCH!
motion
ALL RIGHT!
BATTING 4TH, 3RD BASEMAN, TAJIMA-KUN.
nod
READY!
IT SEEMS LIKE THEY'VE RESEARCHED US SOMEWHAT.
THE REASON WHY ALL OF THEM KEEP SWINGING STARTING FROM A LOW COUNT IS BECAUSE THEY'RE AVOIDING JUNTA'S DECIDING PITCH


concentrate
stare
WE'LL GO FROM THE VERY FIRST THROW!
sfx: throw
sfx: swing
I'LL REACH IT!
sfx: whap
THUD

Tajima!
WILL IT COME AGAIN NEXT PITCH?
step step
sfx: (music) pe pe pere
THEY STARTED OFF WITH A SINKER ON TAJIMA...!
Tajima!
WHOA...
IF I LET IT GO BY, IT'LL BE A BALL...
grip
sfx: windup
sfx: (music) pe pe pe pere
pause

THIS SPEED IS ..!!
SFX: whoosh
SFX: whap

BUT IF I KEEP WHIFFING IT LIKE THIS,
whoosh
I WONDER IF THEY'LL MAKE THE REST SINKERS.
I REACTED AUTOMATICALLY AND SWUNG...!
DAMMIT!
STRIKE!

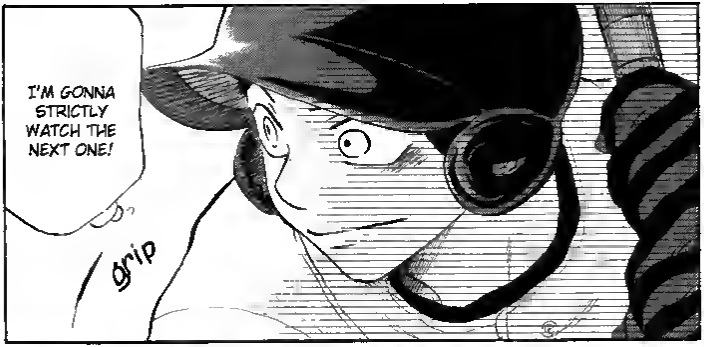
sfx: bend

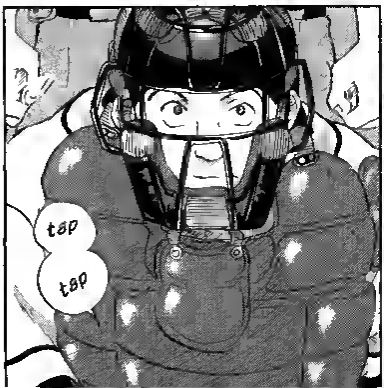
shake
shake
NO, THAT'S NOT IT!

hmph
THEN I COULD HIT THE SINKER A LOT!

hmm
.....

Let's keep it up!
I MIGHT HAVE MORE FUN THAT WAY,
IF YOU'RE NOT GOING TO THE BULLPEN, GO STRETCH YOUR SHOULDERS
OKAY!
BUT THEN THE TEAM WILL LOSE!!
tshiw


I'M GONNA STRICTLY WATCH THE NEXT ONE!
grip


tap
tap

stare

lead
lead...
sfx windup
sfx whoosh

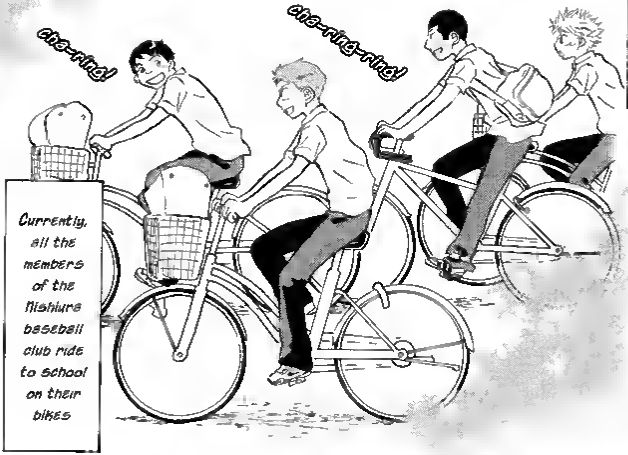
sfx: smack
STRIKE!
sfx: blush
IT WAS A FASTBALL...!!!

西浦 0 1 0
桐青 0 0 0
1
0
西浦
8 泉
4 米口
6 巣山
5 田島
9 花井
3 沖
7 水谷
1 三橋
2 阿部
桐青
5 長谷
7 松島
4 青木
6 青河
2 河合
3 本
1 高
8
9
加藤
佐藤
中田
木村
.....
THEY'RE WINNING...
END / Ch.12

OMAKE

"Ideas that didn't appear in the manga"

– part 2 –



Nishiura High is 20 minutes away from the nearest station, so this puts on a lot of pressure to be on time.

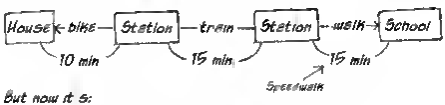
Vol 1, Page 28
Sakaeguchi said

Not just the baseball club members all Nishiura students usually use a

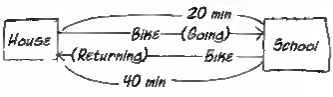
Train + walking → Bicycle

pattern

This is how the 40 minutes were split up.



But now it's:



Grounds #1

Pool

Clubroom

Gate

Quad
(Nicknams. the leafy yard)

Classrooms

Aqueduct

This is sort of what Nishiura High looks like. The grounds are a ways away from the clubroom

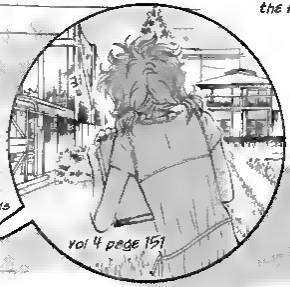
They ride their bikes from the clubroom to the field

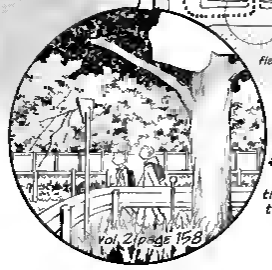
Road

Fields

Grounds #2

Baseball club entrance





The reason why going is faster is because they RUSH there really fast

Returning home they are exhausted and go slower.

As they make more trips they find shortcuts and become faster little by little

The locations of everyone's homes are something like this

School

Car 40 min.
Shige

Chiye

Train 20min. + bike 20 min (leaves it at the station next to the nearest one)

Mizutani
Going 15min. Return:30min.

Nishihira
Going 20min. Return 30min.

Sugeno
Going 30min. Return:40min.

Tajima
Going 5min. Return varies.

Izumi
Going 20min. Return:40min.

Motorcycle 20min

Mamiya

Sakakuchi
Going 20min. Return:40min.

Abe
Going 20min. Return:40min.

Mineshi
Going 15min. Return varies.

Hanai
Going 30min. Return:40min.

Oki
Going 30min. Return:40min.

Changing the subject to volume 4, page 164

About all the managers sitting together at the opening ceremony

The girls all got together to form a choir and sang a song at the ceremony

To prepare, they stayed after the lottery to practice singing.

They practiced on the stage

Most of the players have gone back

Knows the lyrics by heart until the third part
Chiyo-chen and her senpai reunited here
Chiyo singing the right... perfectly~

That's all for now, onto **the 6th volume!**

GO!